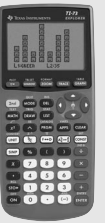


SMILE Mathematics Concept App

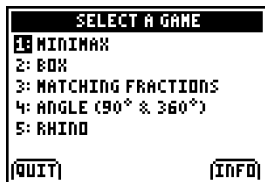
For the TI-73 Explorer™



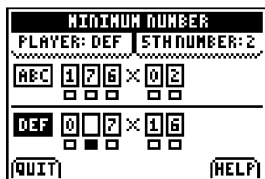
This App contains five SMILE mathematics computer games: MiniMax, Box, Matching Fractions, Angle, and Rhino. These games are designed to help build skills in ordering numbers, choosing equivalent fractions, estimating and drawing angles, and choosing coordinates to find a missing Rhino — reinforcing skills in Number and Operations, Geometry, and Measurement. The App was programmed by Andreas Ess and Clement Vasseur.



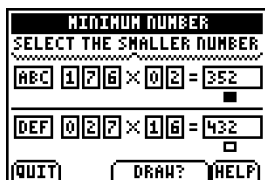
1
With the handheld on, press APPS and select SMILEMth. Press any key to move through the opening screens until the SELECT A GAME screen appears. For this example, select 1:MINIMAX. Soft keys appear on the screen (in this case, QUIT and INFO). To activate these keys, press the graphing keys below (for example, press [Y=] to QUIT the game).



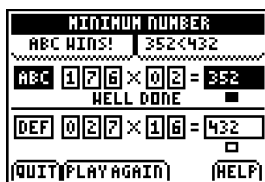
2
Once the game is selected, SELECT AN OPERATION, in this case, 3: MULTIPLICATION. SELECT A MODE by choosing 1: MINIMUM. Input the player's name in order to keep score.



3
With several players, alternate turns. Use the arrow keys to place a number in the place values blank.

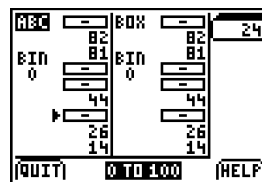


4
Use the arrow keys to select the smaller number (or press DRAW).

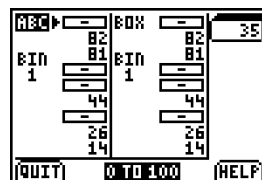


5
A winner is declared. Select QUIT or PLAY AGAIN. In this example, choose QUIT.

6
Select another game. At the SELECT A GAME screen, choose 1: BOX. Then SELECT A BOX GAME by choosing 1: BOX (WHOLE NUMBERS). In the SELECT A BOX MODE, choose 0 to 100. Choose the first player and select that player's name from the list. Now, order number from high to low.



7
Use the arrow keys to place the numbers showing in the upper right box on the screen. The number 24 does not fit.



8
Press DEL to BIN a number that does fit.



9
After 9 numbers show, a winner is declared. Choose another BOX game, choose one of the games that hasn't been played or QUIT the App.