SMILE Mathematics App

**TI-84 Plus**

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.

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. 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).
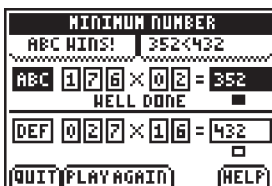
2

For this example, select 1:MINIMAX. Then select 3:MULTIPLICATION. SELECT A MODE by choosing 1:MINIMUM. Input the player's name in order to keep score.
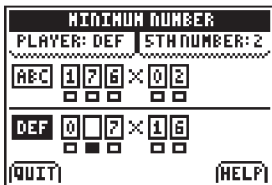
3

With several players, alternate turns. Use the arrow keys to place the given number in any of the blanks.
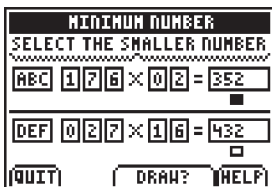
4

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 2: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 numbers from high to low.
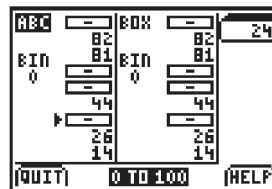
7

Use the arrow keys to place the numbers showing in the upper right box on the screen. The number 24 does not fit.
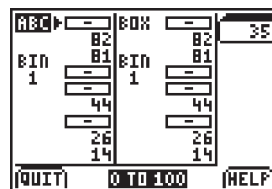
8

Press DEL to BIN a number that does fit.

9

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