

Logic Ladder App

TI-84 Plus

TI-73 Explorer™

This App allows students to have fun while they learn how to use logic and reasoning skills with two great activities: Factor and Classic.



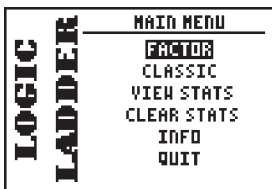
To Begin

With the handheld turned on, press [APPS], select LogicLdr by highlighting the listing, and press [ENTER]. Press any key to move along the opening screens to the MAIN MENU screen.



1 Classic Demo

From the Main Menu, select CLASSIC and press [ENTER]. This game is similar to the game Master Mind®.



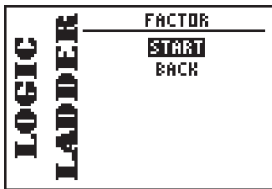
1 Factor Demo

Select FACTOR and press [ENTER] on the MAIN MENU to play the Factor game.



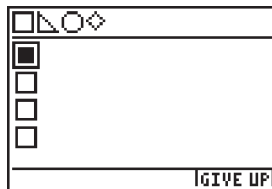
2

Select the number of game pieces (or shapes) by selecting PIECES and pressing [ENTER]. Select REPEAT and press [ENTER] to allow repeating shapes in the game. Use the arrow keys to highlight the numbers 4, 5, or 6. Use 4 for the demo. Select START and press [ENTER].



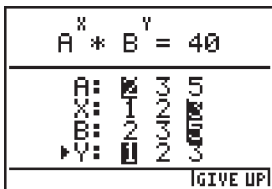
2

Select START and press [ENTER]. Because of the randomness of problem selection, problems that appear on the screen will be different than those shown in this example.



3

Use the up and down arrows to select a position. Use the left and right arrows to change the shape of the piece once a position is highlighted.



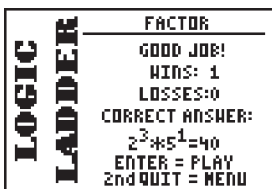
3

Use the up and down arrows to move the arrow on the screen. Use the left and right arrow keys to highlight the correct number. Press [ENTER] to see if the selections are correct. Options appear above the graphing keys [Y=], [WINDOW], [ZOOM], [TRACE], and [GRAPH]. In this App, press [GRAPH] to select <GIVE UP> and end the activity.



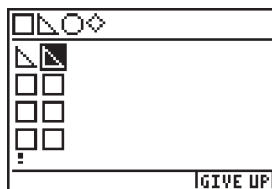
4

Change the shape of the piece, if desired. Press [ENTER] to see if the pieces are in the correct order.



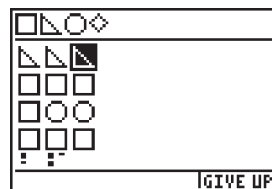
4

If a selection is correct, a screen appears very similar to the one shown here. If incorrect, try again until two questions have been answered incorrectly. Press <GIVE UP> to end the game.



5

Notice that there is one small square and one dash under the first column shown in this example. The small square represents one correct shape in the correct position. The small dash indicates that the shape is correct, but it is in the wrong position.



6

Continuing changing shapes until the squares and dashes indicate the correct sequence has been achieved. Notice in this example that two shapes are in the correct position and one shape is correct but located in the wrong position. The game permits nine tries to get the correct order and position.