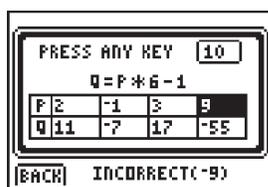# Solve It! App

This App helps students develop mental math skills through structured play activities. There are three levels of play and students can progress from simply filling in missing values to actually finding both a number and an operation to make a true sentence.

APPLICATIONS
1: Finance…
2: CBL/CBR
3: SolveIt

1

Select SolveIt from the APPS menu by pressing the number next to SolveIt, or scrolling to highlight the SolveIt entry and pressing [ENTER]. Press any key to move through the opening screens. Do not press [2nd] [QUIT], which moves the program up the levels, and finally out of the program.

SELECT A LEVEL
1: BRONZE
2: SILVER
3: GOLD
[QUIT]   [HELP][INFO]

2

Select 1:BRONZE to play the BRONZE game for this example. On the bottom of this screen are soft keys, accessed by pressing [Y=], [TRACE], or [GRAPH]. Use the soft keys to quit the App, get help using it, or access more information.

Q=P*6−1

| P | 2 | -1 | 3 | |
| Q | 11 | -7 | | -55 |

[BACK]

3

Once in the program, press any key to stop the animation of the border. The highlighted box is blank, providing an opportunity to figure out what value should be in the box. For example, if P = 3, then Q = 3 • 6 – 1, and Q =17.

Q=P*6−1

| P | 2 | -1 | 3 | |
| Q | 11 | -7 | 17 | -55 |

[BACK]

4

Input the value for Q and then press [ENTER].

Q=P*6−1 [10]

| P | 2 | -1 | 3 | |
| Q | 11 | -7 | 17 | -55 |

[BACK]   CORRECT!

5

At this point, check the bottom of the screen to see if the answer was correct or incorrect. Then, the next empty box will be highlighted

PRESS ANY KEY [10]
Q=P*6−1

| P | 2 | -1 | 3 | 9 |
| Q | 11 | -7 | 17 | -55 |

[BACK]   INCORRECT(-9)

6

Use mental math to fill in the next value and press [ENTER]. Press any key to see the next problem. At the BRONZE level, there are 10 problems with two entries on each screen. Finish the current game, or press [BACK] to try another level.
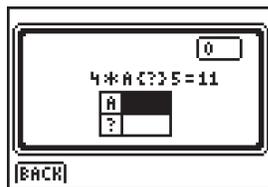
SELECT A LEVEL
1: BRONZE
2: SILVER
3: GOLD
[QUIT]   [HELP][INFO]
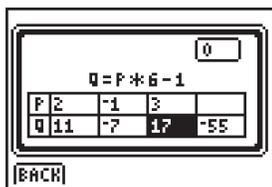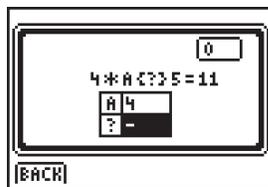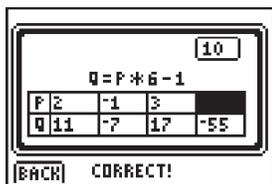
7

The SILVER level has more difficult problems. Try GOLD next. At this level, enter an operation and a number to get a true statement.

[0]
4*A{?}5=11

| A | |
| ? | |

[BACK]

8

Enter a value for the variable and then an operation for the [?]. Press [ENTER] to see if the values are correct or incorrect.

[0]
4*A{?}5=11
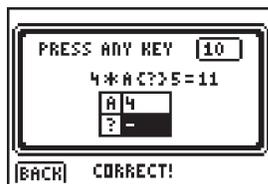
| A | 4 |
| ? | - |

[BACK]

9

Use the arrow keys and the [DEL] key to change the answer. Press [ENTER] when ready.

PRESS ANY KEY [10]
4*A{?}5=11

| A | 4 |
| ? | - |

[BACK]   CORRECT!

10

Keep playing until all 10 problems have been completed. At the end of the game, learn how many answers were correct.