

Scott, Foresman  
Electronic Publishing

SCOTT, FORESMAN

# PICTURE P·A·R·T·S

PRACTICE IN BASIC ADDITION, SUBTRACTION, AND MULTIPLICATION

AGES 5-8

$8+2=?$

$3\times 9=?$

$8+?=10$

$4\times 7=?$

$5+4=?$



$7-2=?$

$3+5=?$

$2+?=9$

$5-3=?$

$5\times 0=?$

MATHEMATICS ACTION GAMES SERIES

For the TI 99/4A microcomputer.



31181

Scott, Foresman

---



# Picture Parts

Practice in basic addition,  
subtraction, and multiplication

Mathematics Action Games series for use with  
the Texas Instruments 99/4A microcomputer.

Scott, Foresman and Company  
Electronic Publishing Offices: Glenview, Illinois ·  
Regional Offices: Palo Alto, California · Tucker, Georgia  
Glenview, Illinois · Oakland, New Jersey · Dallas, Texas

ISBN: 0-673-31181-3

Copyright © 1983  
Scott, Foresman and Company, Glenview, Illinois.  
All Rights Reserved.  
Printed in the United States of America.  
2 3 4 5 6-MAL-86 85 84 83

---

## Contents

About the Module	4
Difficulty Levels	5
Game Description	6
Keyboard Guide	10
Scorecard	11
Related Activities	12
The Mathematics Action Games Series	13
Caring for the Module	14
Warranty	15
Index	16

---

## About the Module

Scott, Foresman and Company, one of the country's leading educational publishers, carefully developed *Picture Parts* to create a unique blend of fun and learning. *Picture Parts*' three challenging levels provide hours of enjoyment while providing practice in the basic operations of addition, subtraction, and multiplication. This solid state module requires only your Texas Instruments Home Computer and monitor or television set.

Practice with basic operations gives players a good foundation for learning more advanced mathematics concepts. *Picture Parts*, with its use of graphics and sound effects, motivates young players to spend time practicing these vital math skills and familiarizes players with the use of the computer. The chart on the next page details the skills covered in this module.

Although directions for *Picture Parts* are included in the module, detailed game instructions are printed on pages six to nine in this User's Guide. Players can view the instructions in the module at any time during play by pressing the FCTN and the AID keys simultaneously.

The basic operation skills in *Picture Parts* are usually taught in the first, second, and third grades, but younger children with some basic math skills as well as older children will enjoy the challenges and rewards of the game.

*Picture Parts* is one of a series of mathematics games designed to supplement mathematics instruction in a variety of skills and at a variety of levels. Enjoy practicing basic operations by playing *Picture Parts*!

## Difficulty Levels

---

### Picture Parts Basic Operations

---

#### Hard Level

$$A. 9 + 3 = \underline{12}$$

$$B. 8 - 6 = \underline{2}$$

#### Harder Level

$$A. 4 + \underline{5} = 9$$

$$B. 15 - \underline{8} = 7$$

#### Hardest Level

$$A. 9 \times 7 = \underline{63}$$

# Picture Parts Game Description

## Object

The object of *Picture Parts*, a single-player game, is to complete a picture of a face by answering problems correctly.

## Getting Started

To begin *Picture Parts*, press 2 from the selection list at the beginning of the module.

```
TEXAS INSTRUMENTS
HOME COMPUTER

PRESS
1 FOR TI BASIC
2 FOR PICTURE PARTS
```

After the game's title sequence appears, select your difficulty level.

```
CHOOSE A LEVEL

PRESS FOR
1 HARD
2 HARDER
3 HARDEST
```

The next screen asks you to enter your name. The module accepts names that are ten letters or shorter. If your name is longer than ten letters, use a shortened form of your name.

```
Type your name.
Use up to 10 letters.
Then press ENTER.
```

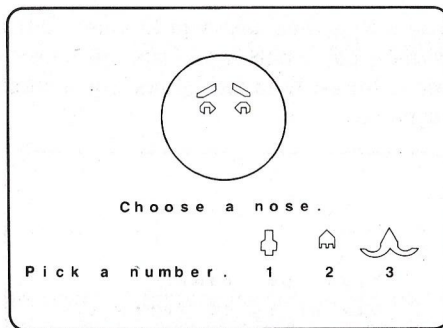
Be sure to press ENTER after you type your name. The instruction screen appears next. When you finish reading the instructions, press ENTER to begin your game.

## Play

Your turn begins when a problem appears on the screen, a musical tone sounds, and the cursor flashes. Type your answer and then press ENTER.

```
7 + 1 = 
```

When you enter the correct answer, a special musical tone sounds, your answer flashes on the screen, and the computer displays the screen that allows you to select the next feature for your picture.



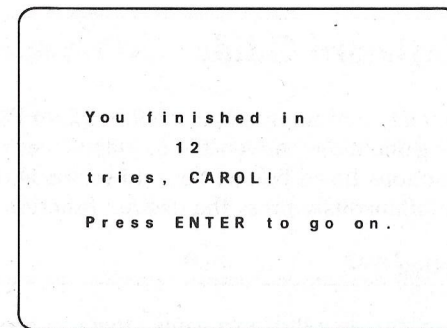
Select one of the features by pressing 1, 2, or 3. The feature you choose immediately becomes part of your picture. When the new feature is in place, the next problem appears.

Each time you enter a correct answer, you can choose a feature to add to your picture. The ten components that complete the picture are the head, eyes, eyebrows, nose, ears, mouth, collar, collar color, hat, and surprise. Six different surprises, such as wiggling ears and a twitching nose, are in the module. The computer randomly selects your surprise.

When you type an incorrect answer, the module beeps and "Try again" appears. If your second attempt is correct, you can choose the next feature for your picture. If your second attempt is incorrect, the module beeps and then displays the correct answer. You cannot add a part to your picture. You can add a part only when you enter a correct answer.

### Scoring

When you successfully complete your picture, the module displays a message that tells you how many problems you had to answer. Since you must correctly answer a minimum of ten problems the best possible score is 10 tries.



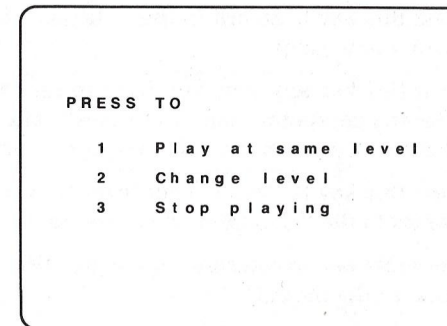
### Ending the Game

Your game ends when one of the following events occurs:

1. You finish your ten-part picture.
2. You reach the game's limit of 30 problems.

### Playing Another Game

At the end of *Picture Parts*, a screen appears from which you can choose to play again, change levels, or stop playing.



Press 1 to play *Picture Parts* at the same difficulty level. Press 2 for the "Choose a Level" screen which allows you to change levels. Press 3 to stop playing *Picture Parts*.

## Keyboard Guide

Special key functions programmed into *Picture Parts* make the game more convenient to play. To enact one of the functions listed below, hold down the FCTN key and simultaneously press the desired function.

Function	Action
ENTER	Press this key during a game after you type an answer. The computer then checks your answer.  Press this key to continue to the next screen.  Press this key to proceed quickly through the series and module title screens.
FCTN 3 (ERASE)	Press this key to erase the part of your answer that you entered last. ERASE works only before you press ENTER.
FCTN 4 (CLEAR)	Press this key to erase your entire answer. CLEAR works only before you press ENTER.
FCTN 5 (BEGIN)	Press this key to return to the "Choose a Level" screen to begin a new game.
FCTN 7 (AID)	Press this key any time you want to see the instructions. After the computer displays the instructions, it returns to where you were in the game when you pressed AID.
FCTN 8 (REDO)	Press this key to "redo" your level choice. The computer returns to the "Choose a Level" menu.
FCTN = (QUIT)	Press this key to return to the master title screen to end work on the module.

## Scorecard

Players can use this scorecard to record the number of tries it takes them to complete a picture each time they play *Picture Parts*.

Name	Date	Level	Number of Tries

---

## Related Activities

You can use the following activities to expand interest in *Picture Parts* into other related areas.

1. Players can keep track of their *Picture Parts* times for a specific level. Each player then plots his/her score on a graph.
2. Take a trip to an art museum to see artists' picture creations.
3. A non-computer version of *Picture Parts* requires two players. Each player has a set of cut-out shapes. One player, as the leader, gives math problems to the second player. If the second player's answer is correct, he/she receives a shape from the leader and uses it to begin a picture. For the next problem, players exchange roles. They continue alternating as leader and problem-solver until together they complete a picture.
4. Players can design a mural. They can use pencil, paint, crayons, or chalk to design a picture or face of their own choosing.
5. Visit a computer facility to learn more about computers.

---

## The Mathematics Action Games Series

Scott, Foresman has prepared a series of game modules for the Texas Instruments Home Computer. These modules provide practice in a variety of important mathematics skills that are taught in grades one through eight.

These colorful and animated games encompass a wide range of themes and include both competitive and non-competitive formats. Each game in the series has several difficulty levels. The series includes:

Ages 5-8

### **Frog Jump**

Putting numbers in order

### **Picture Parts**

Basic addition, subtraction, and multiplication

Ages 8-12

### **Pyramid Puzzler**

Multiplication facts and multiplication by 100 and 1000

### **Star Maze**

Division facts, division with remainders, and short division

Ages  
11-Adult

### **Number Bowling**

Decimals and fractions

### **Space Journey**

Percent



## Caring for the Module

Although the module is durable, handle it carefully. Keep it clean and dry, and avoid touching the recessed contacts.

**Caution:** The contents of a module can be damaged by static electricity discharges. Static electricity build-ups are likely to occur when the natural humidity is low (during winter or in areas with dry climates). To avoid damaging the module, touch any metal object (a doorknob, a desk lamp, etc.) before handling the module. Commercial preparations that reduce static build-up in carpets are available at hardware and office supply stores.

### In Case of Difficulty

Technical information about the Texas Instruments Home Computer and the modules can be found in the *User's Reference Guide*. You can solve several of the more common problems by reviewing the solutions listed below.

**1. Problem:** Everything is plugged in and yet nothing appears on the monitor.

**Solution:** Check to see that the switch on the front of the keyboard is pushed to the right and that the red light is on.

**2. Problem:** The module is not operating properly.

**Solution:** Press QUIT (FCTN =) to return to the master title screen. Remove the module, align it with the module opening, and carefully reinsert it. Press any key to make the title screen appear. In some instances, you may have to turn the computer off, wait several seconds, and then turn it on again.

**3. Problem:** The computer is behaving erratically because someone removed the module from the computer while it was being used.

**Solution:** Turn the computer console off, wait a few seconds, reinsert the module, and turn on the console. The computer should return to its normal operation.

## Software Media Limited Warranty

Scott, Foresman and Company extends this consumer warranty only to the original consumer purchaser.

### Warranty Coverage

This warranty covers the case components of the software package. The components include all cassette tapes, diskettes, plastics, containers, and all other hardware contained in this software package ("the Hardware"). This limited warranty does not extend to the programs contained in the software media and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. **This warranty is void if the Hardware has been damaged by accident or unreasonable use, neglect, improper service or other causes not arising out of defects in material or construction.**

### Warranty Duration

The Hardware is warranted for a period of 90 days from the date of original purchase by the consumer.

### Warranty Disclaimers

**Any implied warranties arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above 90 day period. Scott, Foresman and Company shall not be liable for loss of use of the Hardware or other incidental or consequential costs, expenses, or damages incurred by the consumer or any other user.**

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

### Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

### Performance by Scott, Foresman Under Warranty

During the 90 day warranty period, defective Hardware will be replaced when it is returned postage prepaid with proof and date of purchase to your Scott, Foresman Electronic Publishing dealer. The replacement Hardware will be warranted for a period of 90 days from date of replacement. Other than the postage requirement, no charge will be made for replacement. Scott, Foresman and Company strongly recommends that you insure the Hardware for value prior to mailing.

### Important Notice of Disclaimer Regarding the Programs

The following should be read and understood before purchasing and/or using the software media.

Scott, Foresman and Company does not warrant the Programs will be free from error or will meet the specific requirements of the consumer. The consumer assumes complete responsibility for any decisions made or actions taken based on information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

**Scott, Foresman and Company makes no warranty, either express or implied, including but not limited to any implied warranties of merchantability and fitness for a particular purpose, regarding the Programs and makes all Programs available solely on an "as is" basis.**

**In no event shall Scott, Foresman and Company be liable to anyone for special, collateral, incidental, or consequential damages in connection with or arising out of the purchase or use of the programs, and the sole and exclusive liability of Scott, Foresman and Company, regardless of the form of action, shall not exceed the purchase price of the software media. Moreover, Scott, Foresman and Company shall not be liable for any claim of any kind whatsoever by any other party against the user of the Programs.**

# Index

## A

About the module 4  
AID (FCTN 7) 10  
Age levels 14

## B

Basic operations 4, 5, 13  
BEGIN (FCTN 5) 10

## C

Caring for the module 14  
Choose a Level menu 6, 10  
CLEAR (FCTN 4) 10  
Completing a picture 8

## D

Difficulty levels 5, 6  
Directions 4, 6-9

## E

Ending the game 9  
ENTER 7, 10  
ERASE (FCTN 3) 10  
Extension activities 12

## F

FCTN key 4, 10  
Function keys 10

## G

Getting started, 6, 7  
Grade level 4, 6-9

## H

Hard level 5, 6  
Harder level 5, 6  
Hardest level 5, 6  
Hardware requirements 4  
Hardware warranty 15

## I

In case of difficulty 14  
Incomplete pictures 9  
Incorrect answers 8  
Instructions 4, 6-9

## K

Key functions 10  
Keyboard guide 10

## L

Levels of difficulty 5, 6

## M

Math skills 5  
Module description 4  
Module operation 4, 14

## N

Name entry 7

## O

Object of game 6

## P

Parts of the picture 8  
Playing another game 9  
Playing the game 7, 8  
Problems with module operation 14

## Q

QUIT (FCTN =) 10, 14

## R

REDO (FCTN 8) 10  
Related activities 12

## S

Sample problems 5  
Scorecard 11  
Scoring 8  
Skills 5  
Static electricity 14  
Surprises 8

## V

Valid keys 8

## W

Warranty 15