

# ADDITION AND SUBTRACTION 1

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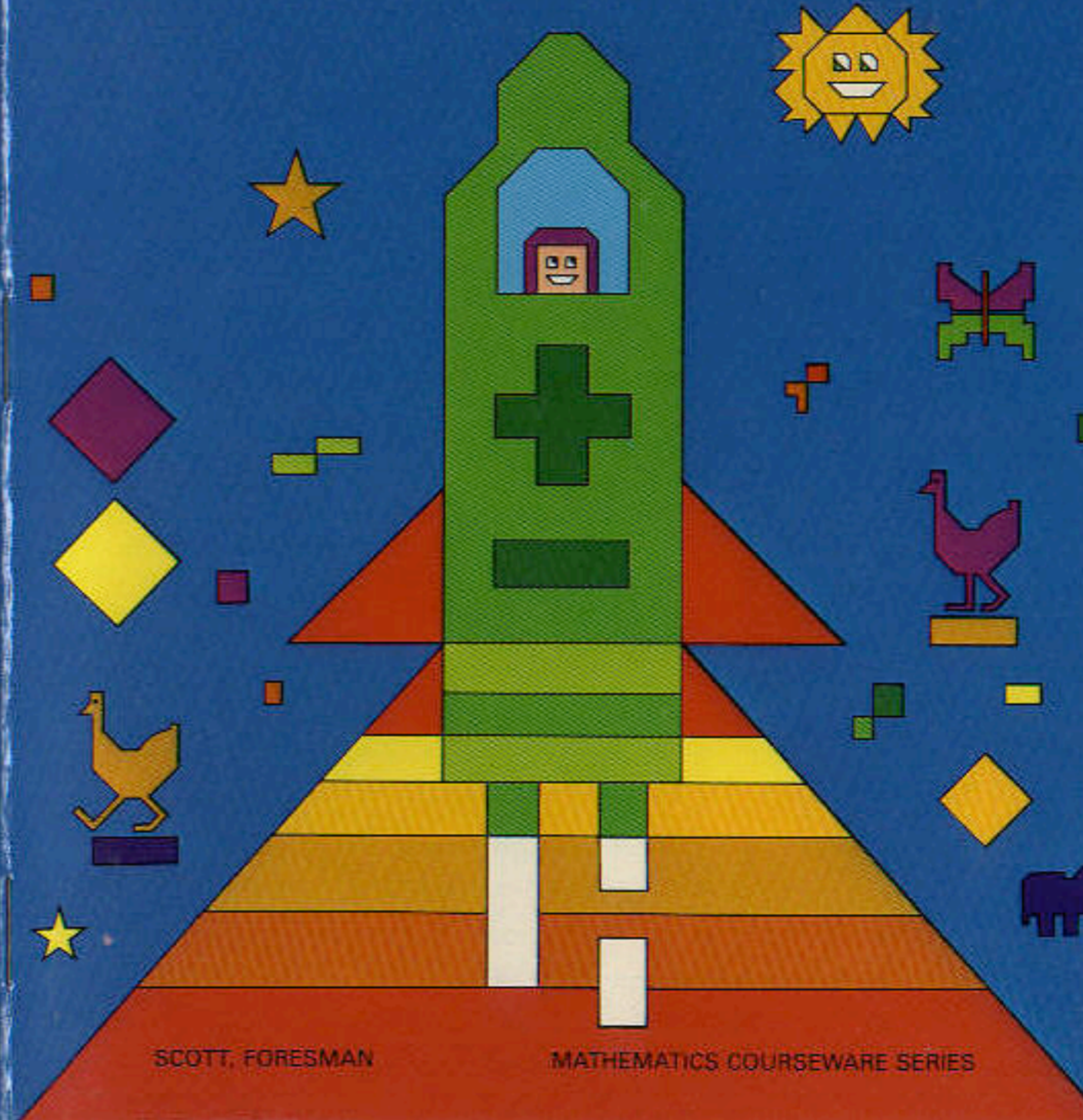
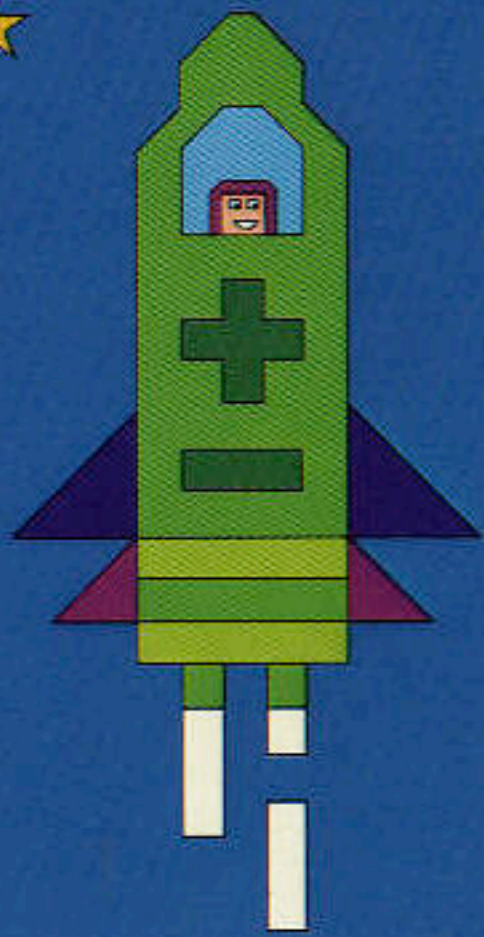


# ADDITION AND SUBTRACTION 1

AGES 5-7

INTRODUCTORY ADDITION AND SUBTRACTION SKILLS

For use with the  
TI-99-4A microcomputer



## KEYBOARD GUIDE FOR ADDITION & SUBTRACTION 1

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PRESS	TO
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- |                           |   |
|---------------------------|---|
| <b>ENTER</b>              | ■ speed the appearance of the next problem.   |
| <b>Space Bar</b>          | ■ temporarily freeze a screen. The program continues when the space bar is released.  |
| <b>Period Key<br/>(.)</b> | ■ see the beginning of each activity in the module in consecutive order. Start at the main list of activities. Hold the (.) key down until you reach the activity you want. |
| <b>FCTN 5<br/>(BEGIN)</b> | ■ return to the main list of activities at the beginning of the module.   |
| <b>FCTN 7<br/>(AID)</b>   | ■ view the teaching example appropriate to the practice exercises being done.   |
| <b>FCTN 8<br/>(REDO)</b>  | ■ begin an activity again with a teaching example.  |
| <b>FCTN 9<br/>(BACK)</b>  | ■ begin an activity again with a teaching example.  |
| <b>FCTN =<br/>(QUIT)</b>  | ■ end work on the module.   |
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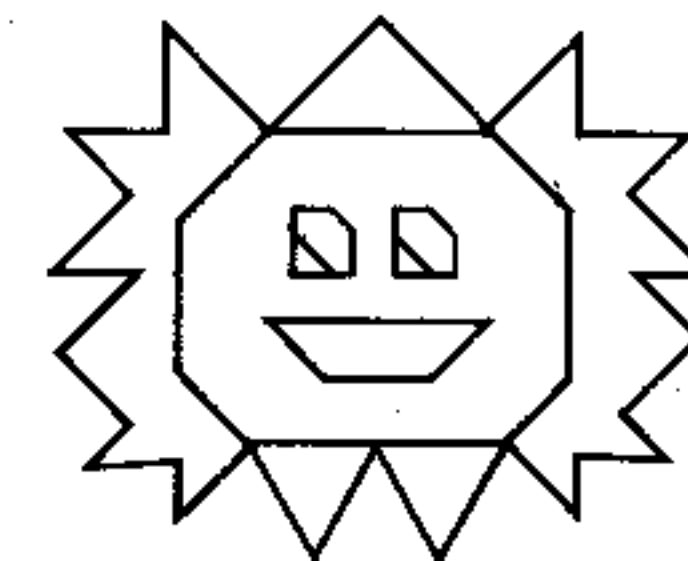
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# ADDITION AND SUBTRACTION 1

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This learning module is part of the Mathematics Courseware Series designed to be used with the Texas Instruments 99/4A microcomputer.

The module can be used with or without the Texas Instruments Solid State Speech™ Synthesizer.

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## CONTENTS

Keyboard Guide	<b>Inside Front Cover</b>
About the Module	4
Getting Started	5
About Activities 1 and 2	9
About Activities 3 and 4	10
About Activities 5 and 6	11
About Activities 7 and 8	12
About Activity 9	13
Modules in the Series	14
Caring for the Module	15
Progress Chart	16
Warranty Information	<b>Inside Back Cover</b>

### School Materials

A Teacher's Guide for this module is also available. The Guide includes teaching objectives, suggestions for classroom use, and reproducible record-keeping forms and worksheets. For ordering information contact:

Scott, Foresman and Company  
Electronic Publishing Division  
1900 East Lake Avenue  
Glenview, IL 60025

## ABOUT THE MODULE

**Addition and Subtraction 1** is an exciting way to practice mathematics. The module uses color, sound, music, and animation to bring math alive. The practice exercises challenge your child, and at the same time make learning fun. You can be confident that this module was carefully designed to provide a solid foundation in essential mathematics skills.

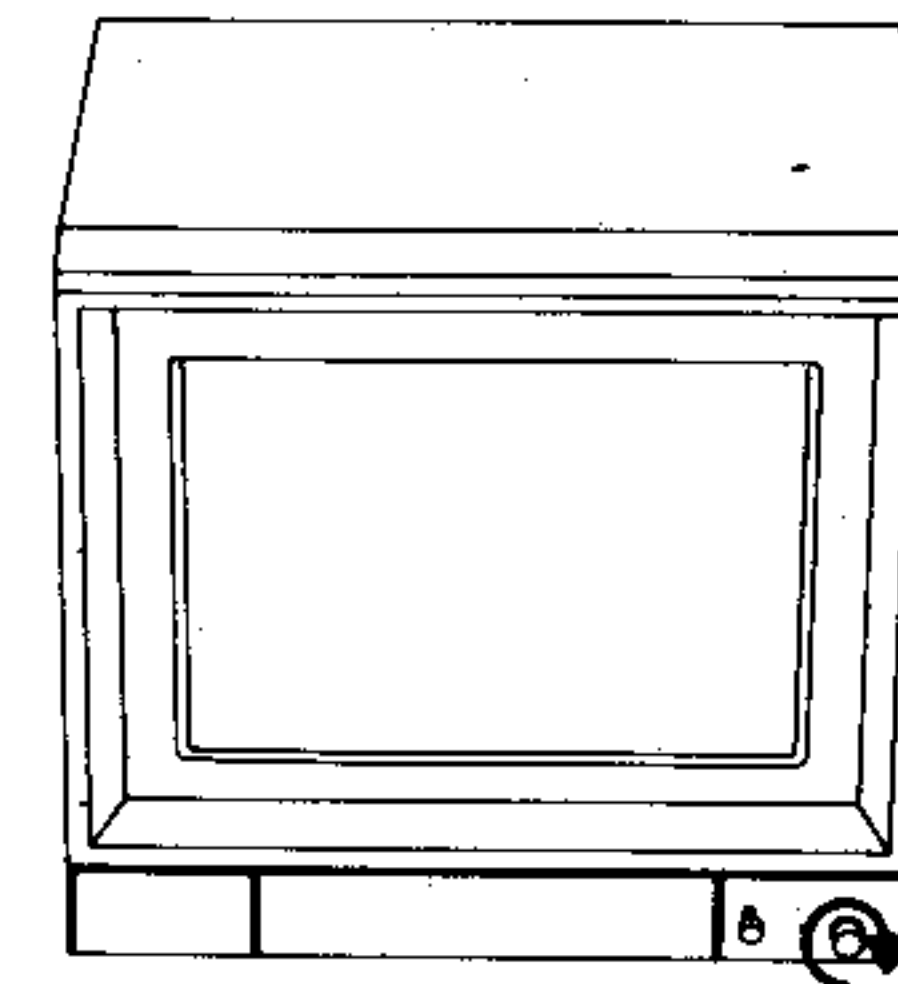
**Addition and Subtraction 1** teaches the first-grade skills of recognizing the numbers 0 through 9, counting objects, and understanding the meaning of addition and subtraction. The module also provides practice with basic addition and subtraction facts. The nine activities in **Addition and Subtraction 1** follow the same sequence of skill-building that most classroom teachers use and should be done in numerical order.

Look for these special features in the module:

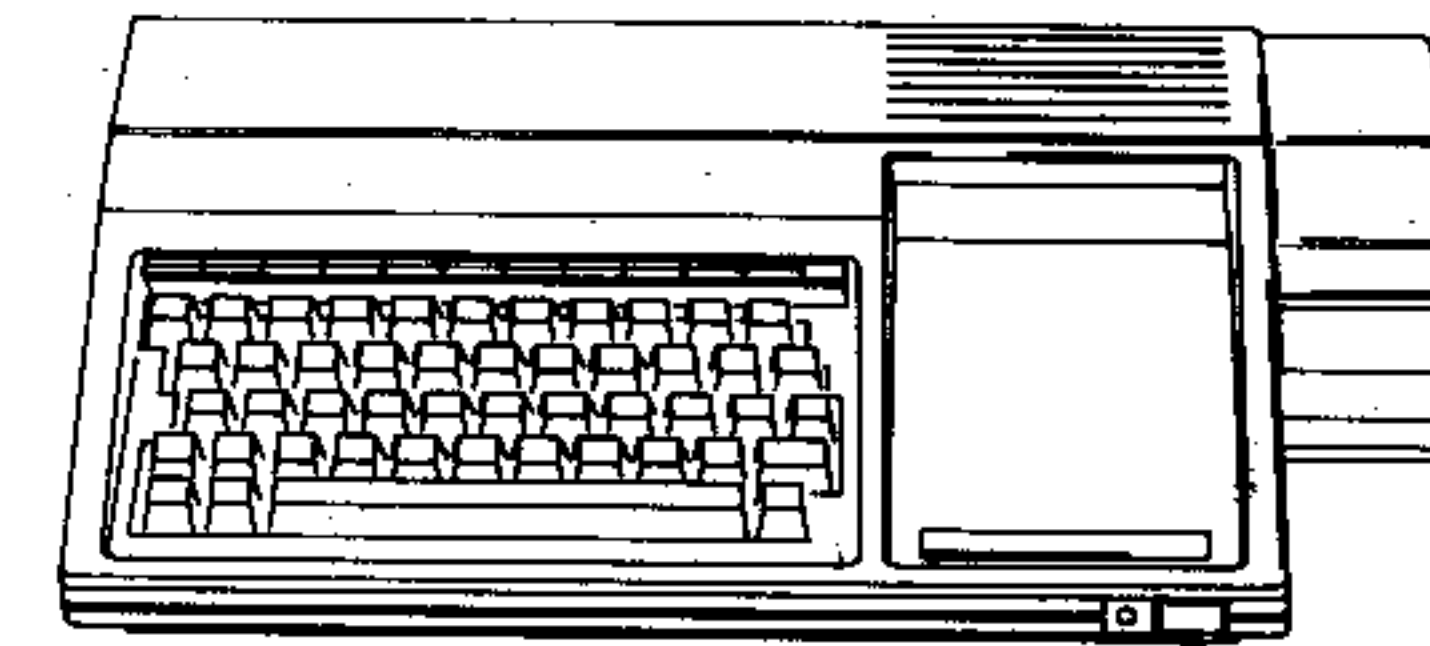
- *simple instructions which allow children to use the module with little or no supervision*
- *teaching examples, practice exercises, and review activities*
- *built-in management that allows children to advance at their own pace and provides additional teaching examples when necessary*
- *musical and graphic rewards for correct answers*
- *color, sound, and animation*
- *voiced reinforcement of directions and correct answers through optional use of a speech synthesizer*
- *numbers which are randomly generated so children receive new problems each time the exercises appear*
- *two chances to answer each exercise correctly before the computer supplies the correct answer*
- *durable hardware and software components with useful keyboard functions programmed into the module*

## GETTING STARTED

1. Turn switches on.

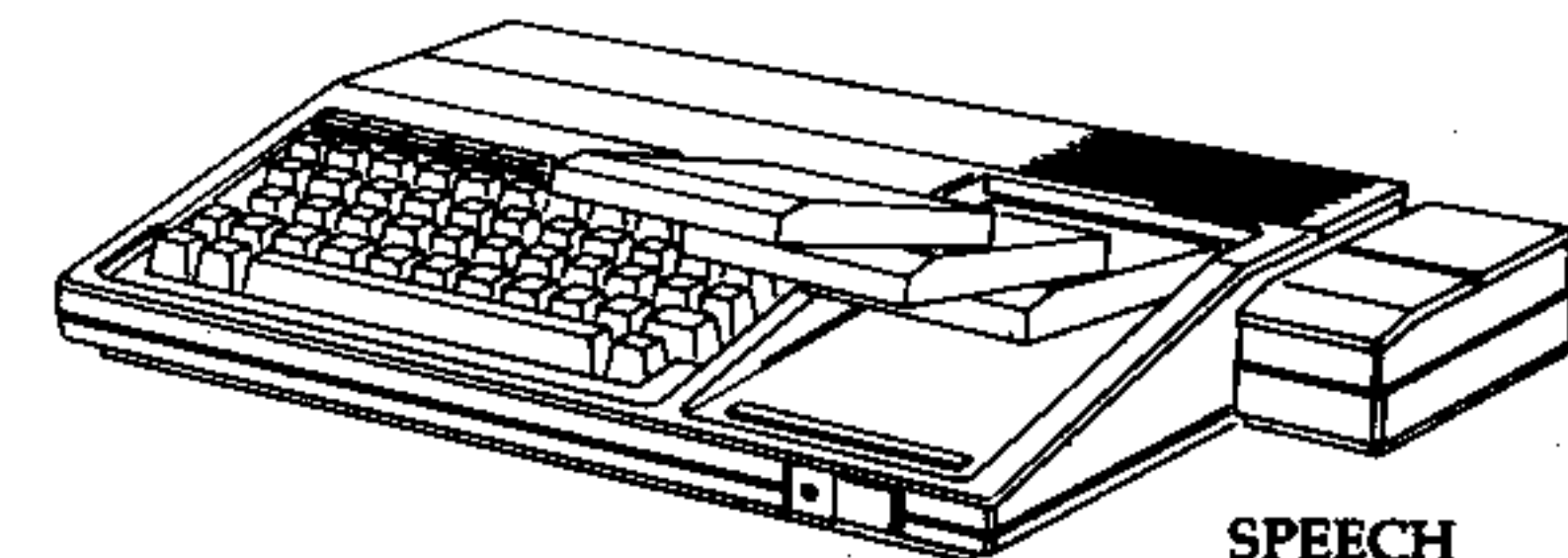


MONITOR ON



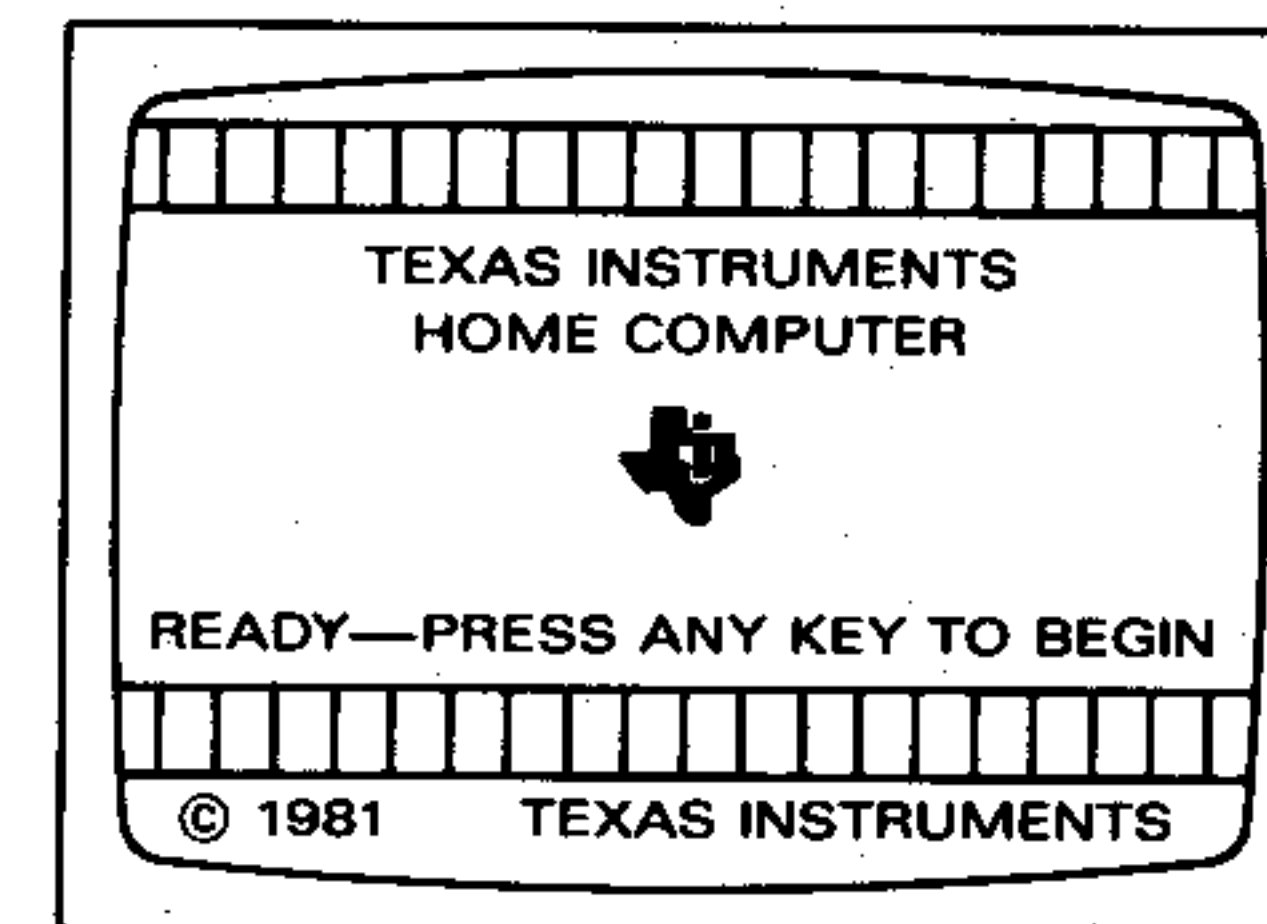
COMPUTER KEYBOARD ON

2. Insert module.



SPEECH SYNTHESIZER

3. Wait for this screen to appear.



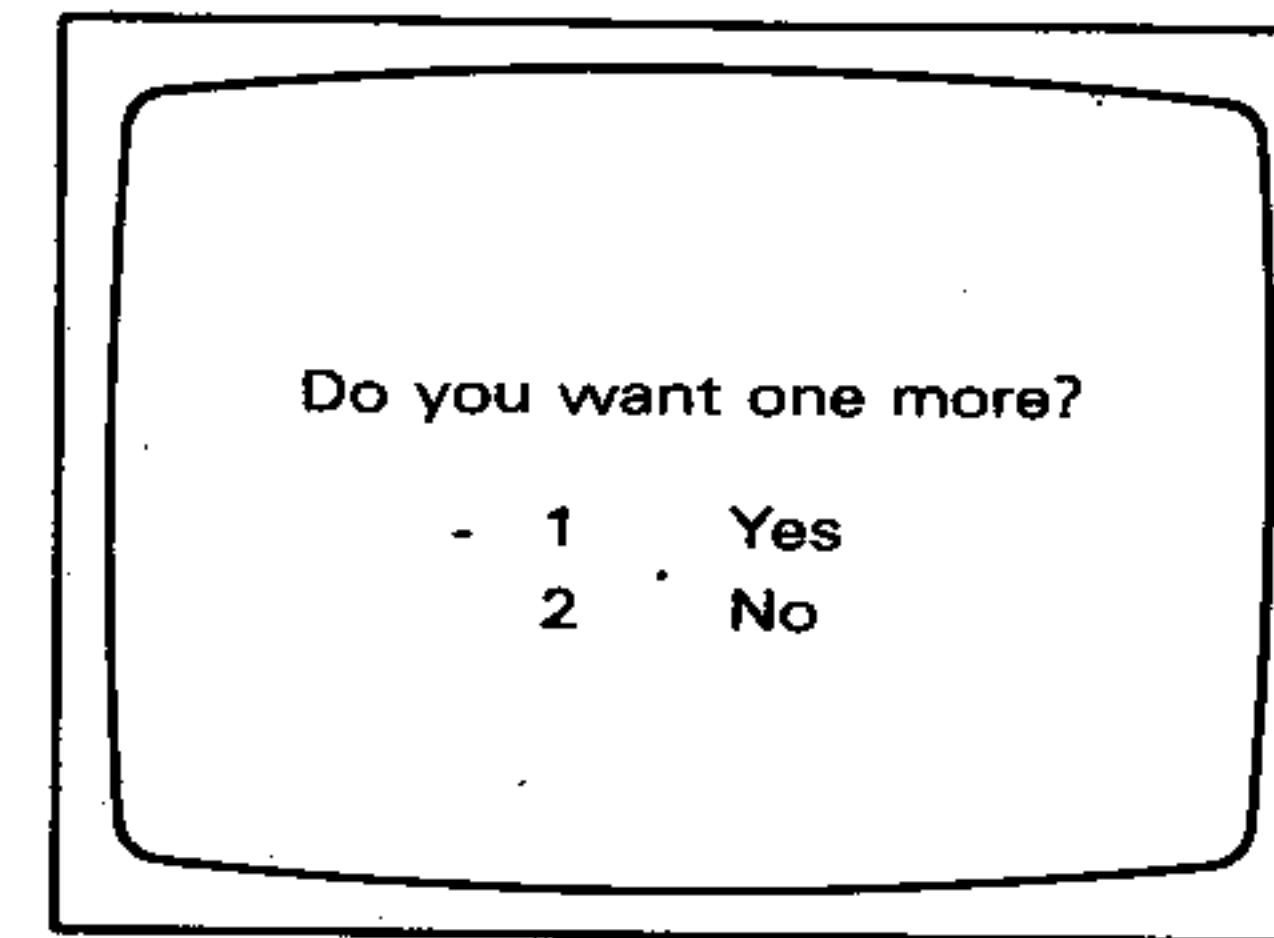
4. If you do not see the Texas Instruments title screen, check to see if:
- *the computer keyboard and monitor are plugged in.*
  - *the cable connecting the keyboard and monitor is properly connected.*
  - *both the computer and monitor are turned on.*
  - *the module is properly inserted.*

Press any key. The Scott, Foresman copyright screen and the **Addition and Subtraction 1** title screen are displayed.

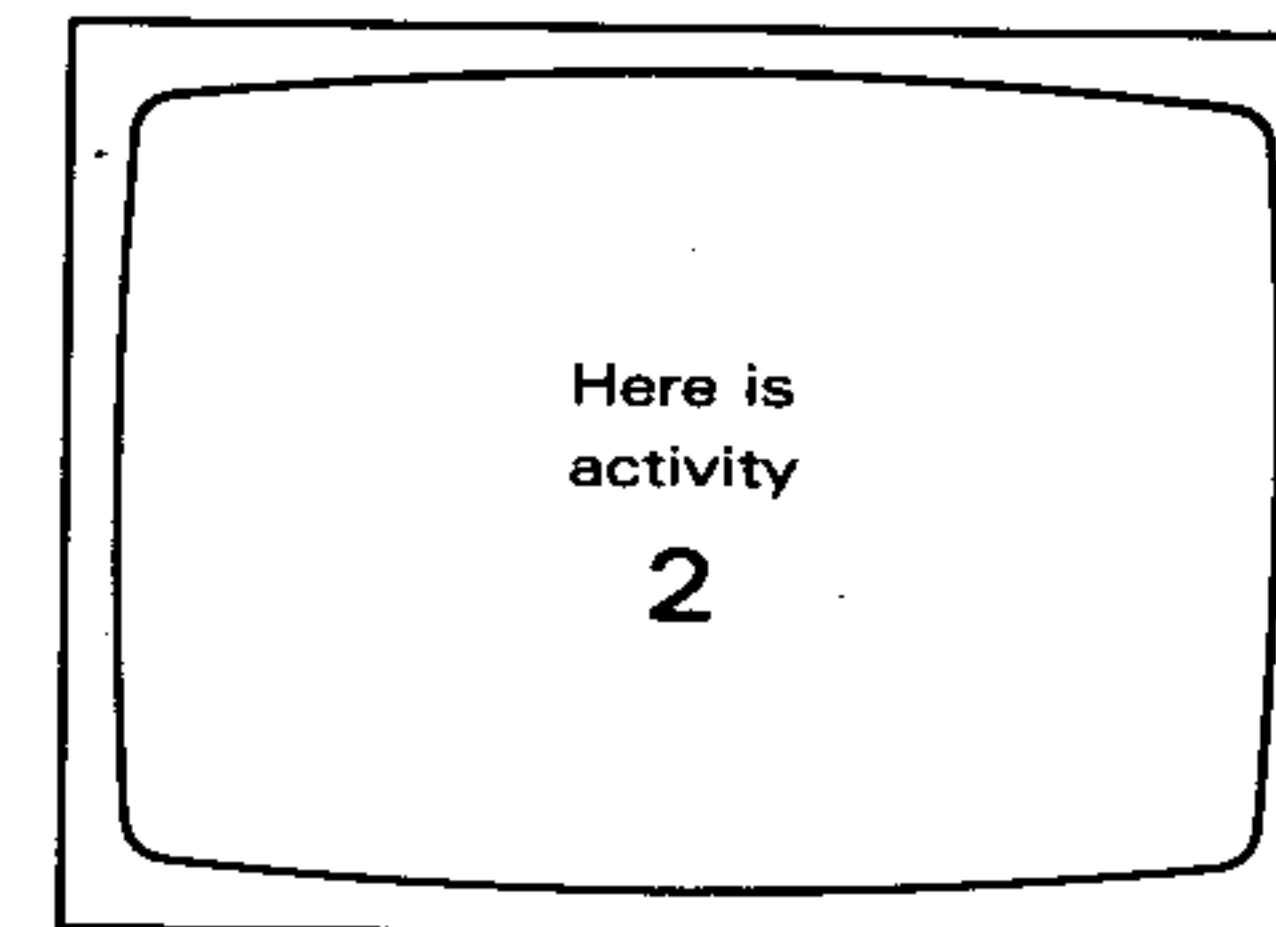
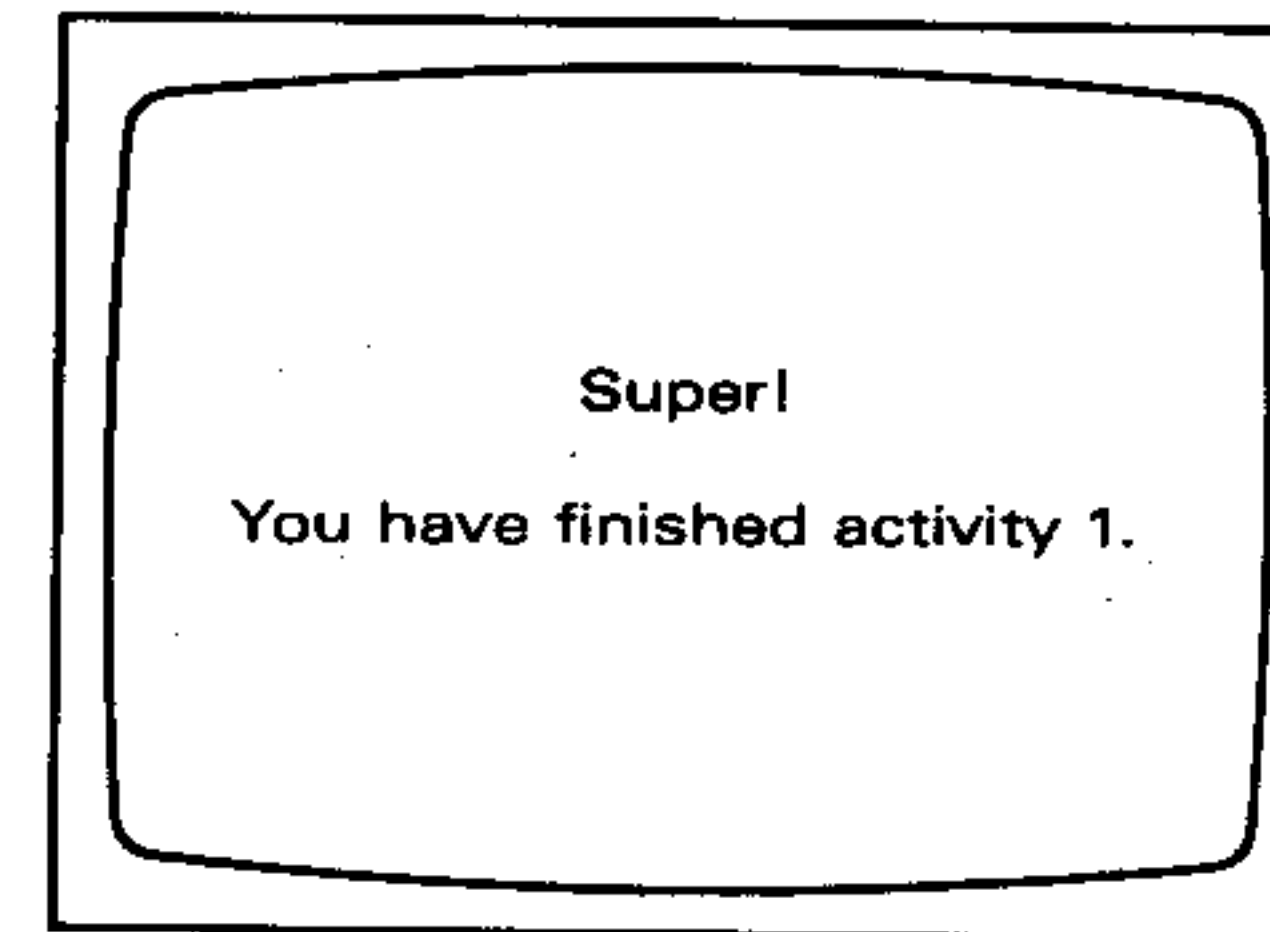
Next you will see the main selection list of activities:

PRESS	FOR
1	COUNTING BARS
2	GETTING READY
3	ADDITION ACTION
4	ADD ANOTHER WAY
5	SUBTRACTION ACTION
6	SUBTRACT ANOTHER WAY
7	ACROSS AND DOWN
8	ADDITION TABLE
9	SUBTRACTION TABLE

The activities should be done in order since each activity is more advanced than the one before it. If you are working on the module for the first time, press 1 to go to the first activity. If you have worked with the module before, press the number of the next activity you want to do. When you press a number the activity title screen will appear. You will be shown a teaching example for that activity. In most activities, after the teaching example is complete, the computer will ask if you want another example.

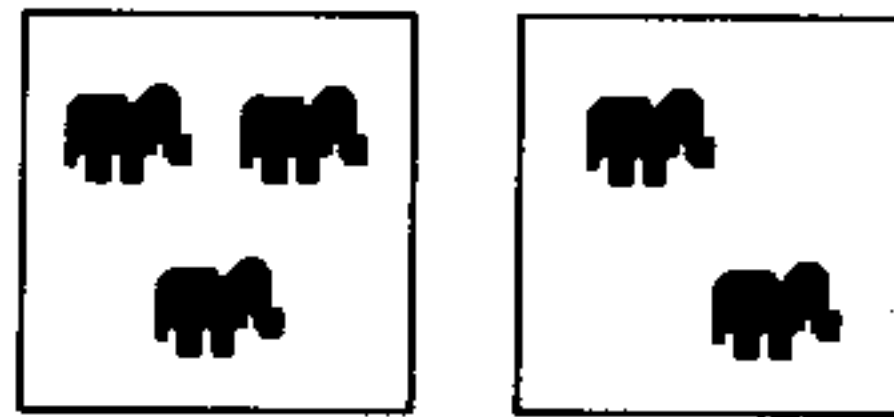


Press 1 to see another teaching example. You may see as many examples as you want before doing the practice exercises. Press 2 to go on to the practice exercises. Follow the directions on the screen for each activity. As you do the set of practice exercises, the computer keeps track of how you are doing. If your score is 80% or higher you will automatically go on to the next activity.



### 3. Addition Action

Two groups of objects appear on the screen. The objects on the right join the left group to illustrate the addition process for basic facts with sums through 9. Addition basic facts are given in the practice exercises.



$$3 + 2 = 5$$

three plus two equals five

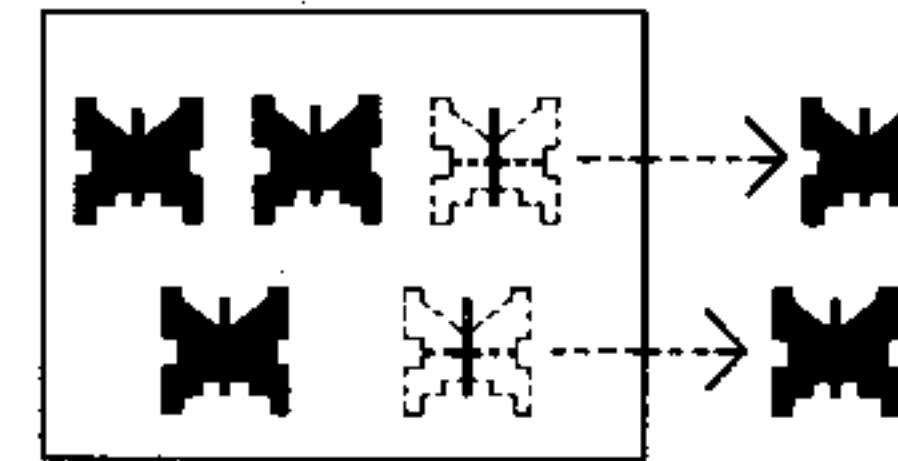
### 4. Add Another Way

The teaching example gives an addition basic fact in horizontal form. If the problem is answered correctly, the computer moves the same problem into a vertical format. Addition basic facts in vertical form are given in the practice exercises.

$$7 + 2 = 9$$

### 5. Subtraction Action

A group of objects appears on the screen. Some or all of the objects move away from the group to demonstrate the subtraction process. Subtraction basic facts are given in the practice exercises.



$$5 - 2 = 3$$

five minus two equals three

### 6. Subtract Another Way

A subtraction basic fact is shown in horizontal form. If the problem is answered correctly, the computer moves the same problem into a vertical format. Basic subtraction facts in vertical form are given in the practice exercises.

$$6 - 2 = 4$$

## MODULES IN THE SERIES

Other mathematics modules in the Scott, Foresman Mathematics Courseware Series for the Texas Instruments Home Computer include:

TITLE	CONTENT	AGES
Addition & Subtraction 1	Introductory addition and subtraction skills	5-7
Addition & Subtraction 2	Basic addition and subtraction skills	6-8
Addition & Subtraction 3	Addition and subtraction with renaming (carrying and borrowing)	7-9
Numeration 1	Number concepts with 1-, 2-, and 3-digit numbers	5-8
Numeration 2	Number concepts with large numbers	7-11
Multiplication 1	Basic multiplication skills	7-9
Multiplication 2	Multiplication with renaming (carrying)	8-10
Division 1	Basic division skills	8-11
Fractions 1	Introductory fractions concepts	9-11
Fractions 2	Addition and subtraction of fractions	9-11
Decimals 1	Introductory decimals concepts; addition and subtraction of decimals	9-11
Decimals 2	Multiplication of decimals	10-11

Contact Scott, Foresman Electronic Publishing for information about these and other Scott, Foresman courseware packages. Special teacher materials are also available.

## CARING FOR THE MODULE

1. Modules require the same care that you would give any piece of electronic equipment. Keep them clean and dry.
2. Do not touch the recessed contacts in the module.
3. Avoid a build-up of static electricity by using an anti-static spray or a humidifier if the computer is in a particularly dry location.
4. If the module is accidentally removed from the slot while the module contents are being used and the computer behaves erratically, turn the computer off, wait a few seconds, reinsert the module, and then turn the computer on again.



## PROGRESS CHART

Put an X in a box each time you start an activity.  
Put an X in the circle when the computer shows that you have finished the activity.

### 1 COUNTING BARS

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### 2 GETTING READY

--	--	--	--	--	--

### 3 ADDITION ACTION

--	--	--	--	--	--

### 4 ADD ANOTHER WAY

--	--	--	--	--	--

### 5 SUBTRACTION ACTION

--	--	--	--	--	--

### 6 SUBTRACT ANOTHER WAY

--	--	--	--	--	--

### 7 ADD ACROSS AND DOWN

--	--	--	--	--	--

### 8 ADDITION TABLE

--	--	--	--	--	--

### 9 SUBTRACTION TABLE

--	--	--	--	--	--

## 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.

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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 that above limitations or exclusions may not apply to you in those states.

### Legal Remedies

This warranty gives you 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

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