

Short and Fun Introduction to the FlashMaster® for parents and teachers

****You can complete this Introduction without even opening the "Guide for Teachers and Parents," but you are strongly urged to read the entire guide carefully later! ****

♦ HAVE FUN

♦ MAKE LOTS OF ARITHMETIC MISTAKES in each of the 7 exercises in Part I, so that you can see how the FlashMaster deals with mistakes differently in its different "learning activities" (modes).

Part I: (For this part, think of yourself as a student)

Find and push the "ON/OFF" key.

Then, following "STEP 1," "STEP 2" & "STEP 3" (LABELED IN RED on the top of your FlashMaster), do each of the following 7 exercises:

1. "Table: In Order" learning activity: multiplication; 4-Table (continue until activity ends)
2. "Table: No Order" learning activity: addition; 8-Table (continue until activity ends)
3. "Timed Practice" learning activity: Time Limit of 45 seconds; subtraction; Level 9
4. "Timed Test" learning activity: Time Limit of 30 seconds; division; Level 4
5. "Timed Flashcards" learning activity: Time Limit of 2.5 seconds per problem; multiplication; Level 6 (To enter answers quickly, use both index fingers.)
6. "Special Problems" learning activity: Time Limit of 60 seconds (This activity will review your mistakes in the previous 5 exercises.)
7. "Timed Flashcards" learning activity: Time Limit of 1.6 seconds per problem; multiplication; Level 7 (Don't be discouraged if this exercise is very challenging. With practice, it probably won't be.)

Part II: (For this part, think of yourself as a teacher or parent)

- ♦ Turn the FlashMaster "off" by pushing the "ON/OFF" key. Then turn it back "on" with the same key. (This is to help demonstrate below that the FlashMaster retains "results" even if turned "off".)
- ♦ Now push the "SEE RESULTS" key one time. See if you can understand the information that is being displayed: (1) over the green background, (2) over the yellow background, and (3) in the rest of the display (such as Time Limit, # correct, # attempted, % correct, and, in some cases, arithmetic operation (+, -, X, ÷), Level #, or Table #).
- ♦ Then push the "SEE RESULTS" key again and do the same. (Note that the number over the green background has decreased by one.)
- ♦ Continue this process until "RESULT 7" is (again) displayed on the green background.

Part III: Finally, can you figure out the "Erase: Results" key, the "Erase: Missed and Entered Problems" key, the "Change Problem Format" key, and the "SOUND" key?