

GETTING STARTED – the games and topics

Games screen and topics screen

Games screen

This is the main screen from which the students work.

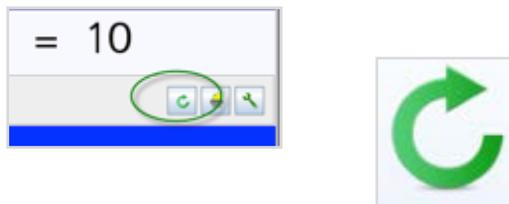
Each unit of work is called a *topic*, and on first run the program opens with the topic *General addition to 10*.



The home screen for choosing games

A set of examples for the topic are shown on the right.

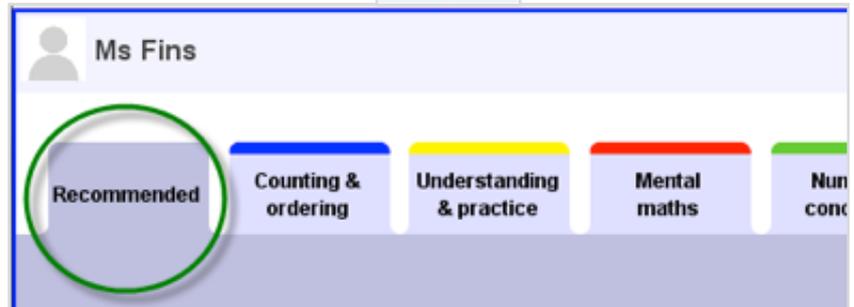
Use the refresh button (if available) to generate more examples of what the games will contain.



Recommended games

These games are under the default *Recommended* tab and are shown in the suggested order in which to play them.

They are a guide to what works well with your chosen topic.



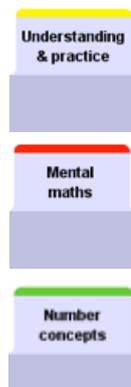
The games tabs

If you click on the other tabs, you can find extra games, many of which will also work well with the current topic.

The *understanding & practice* tab addresses concepts behind the topic.

The *mental maths* tab gives lots of practice in quick recall.

The *number concepts* tab is not about the current topic but may well reflect its number range etc.



Have *Help* switched on at first to know how to play the games.



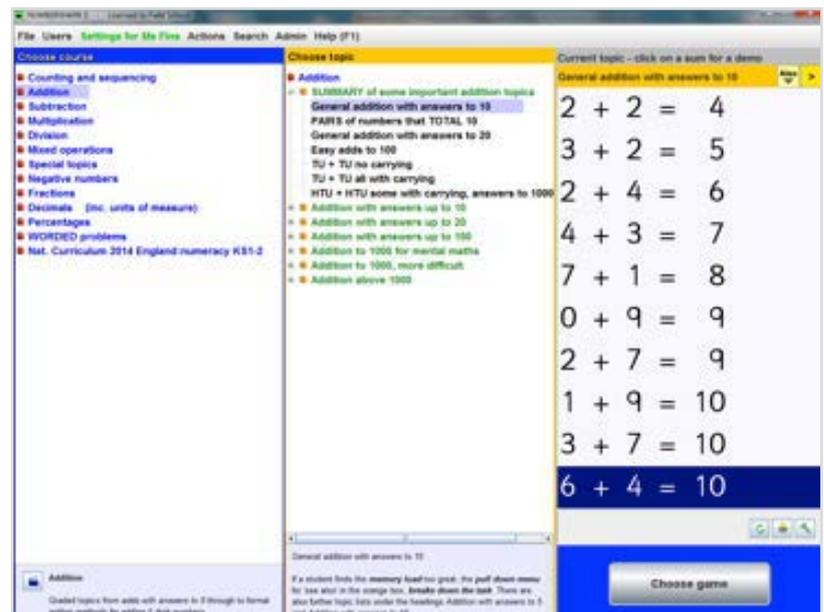
Select any section that you want read aloud.

Turn off Help by clicking on Help again when no longer needed (top right), even during a game.



Topics screen

To change to a new number topic, select *Change topic* (bottom right) to switch to the main screen for choosing topics.



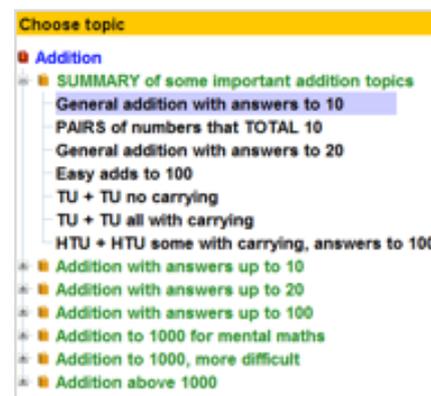
The home screen for choosing topics

Course (blue titles) are on the left, with a description at the foot of the column.

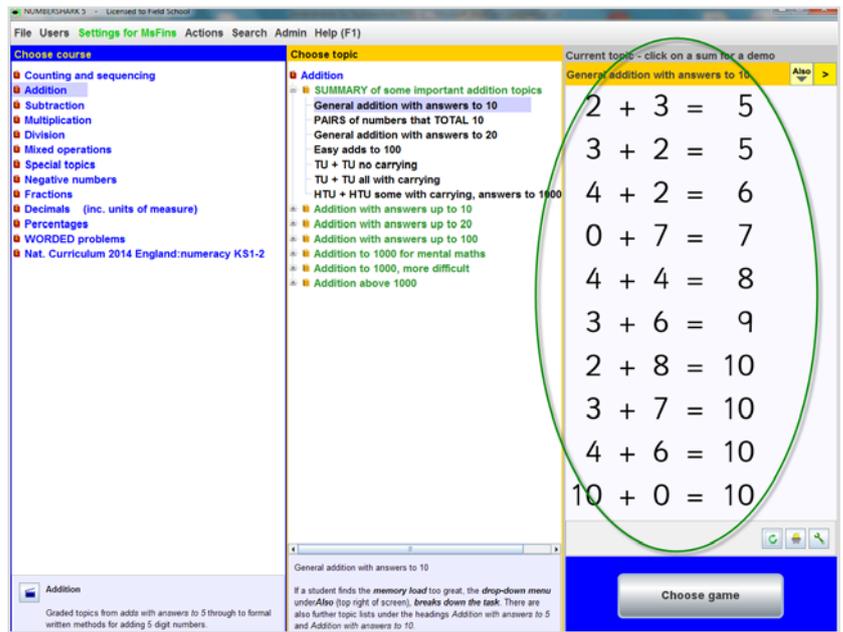
When you select your course, its subheadings are shown in the middle column in green.

Individual topic titles are in **black**.

Click on any of the green subheadings then on the individual topic titles.



Examples of the topic you have selected appear on the right panel.

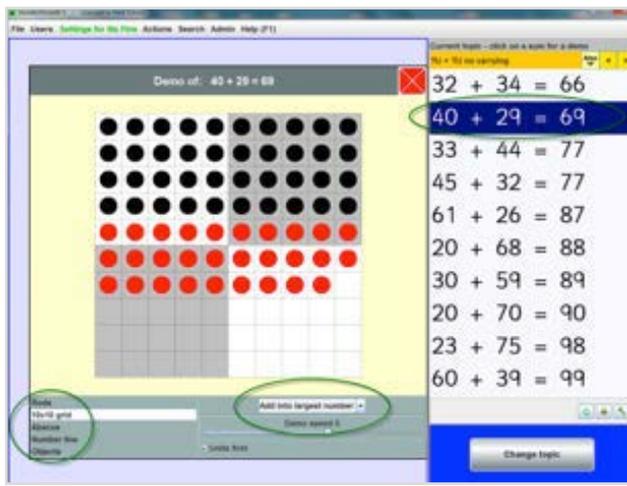


The refresh button gives more examples (when available).



Sum demos – helping understanding

Click on any number fact on the far right to see a demo – available for most topics including ones for fractions. There are often choices for display of these demos. See highlighted at the bottom of the screen shot.



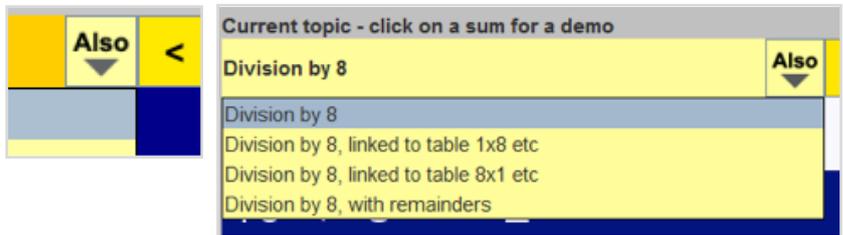
After choosing your topic, switch back to the games screen. Select *Choose game* (bottom right) ready to play the games.



You can, if you wish, move just to the next topic (or previous one) by using the arrows - without going to the topics screen.



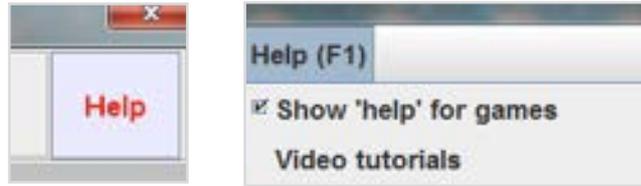
Sometimes there is an *Also* button beside the arrows. It allows you quick access to certain topics related to the current one.



Help within the program

Help in playing games

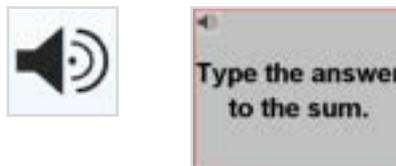
In any games screen, you can select *Help* (top right) or select *Help* in the menu bar and tick the box *Show 'help' for games*.



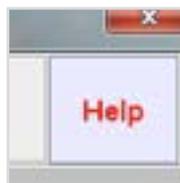
This gives games instructions in a panel on the right during each game.



Select any section that you want read aloud.



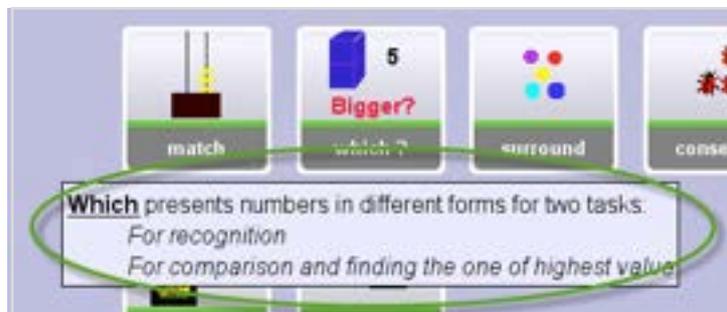
Turn off *Help* by clicking on *Help* again when no longer needed (top right), even during a game.



Educational purposes of the games

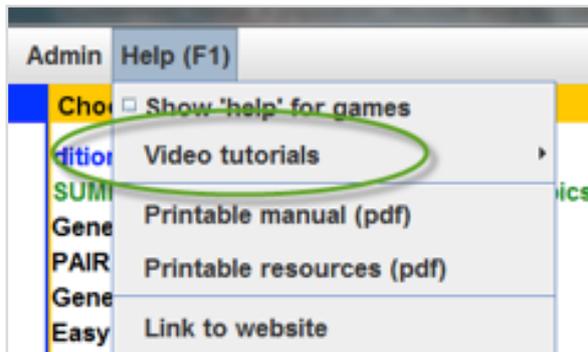
For a summary of the purpose of individual games; select *Help* from the menu, and hover over the games icon (on touch screens drag towards it).

Each games tab groups games of a broadly similar purpose together; counting and ordering, understanding and practice of given facts, place value. Those under *Number concepts* are very varied in their aims, for example *Crocodiles* for + and - is designed to break up jumps along the numberline, bridging through 10s boundaries.



Video tutorials

Short **videos** on how to use Numbershark are available under *Help* in the menu bar

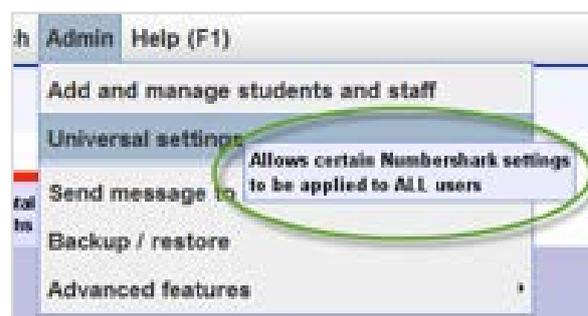


or throughout the program where you see this sign.



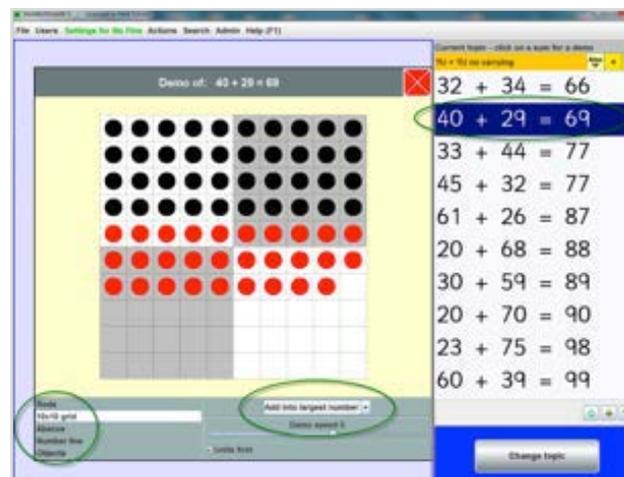
Tool tips

Hover over menu items for tool tips.



Demos

Click on any example on the right in the topics or games screen for a demo. These are available for most topics. There are often choices of display at the bottom of the screen.



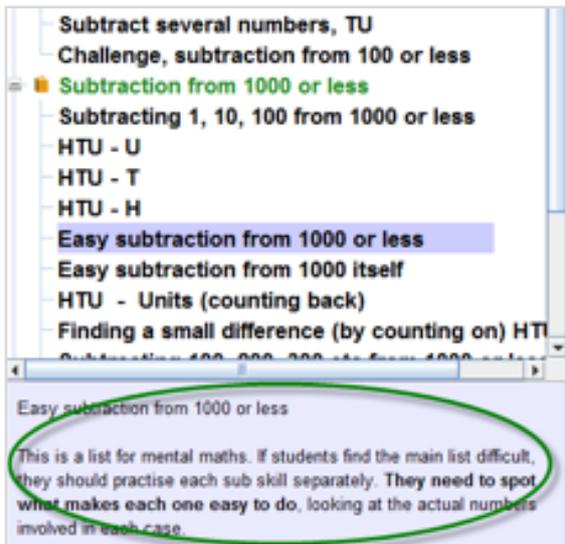
Info buttons

Info buttons give important information.



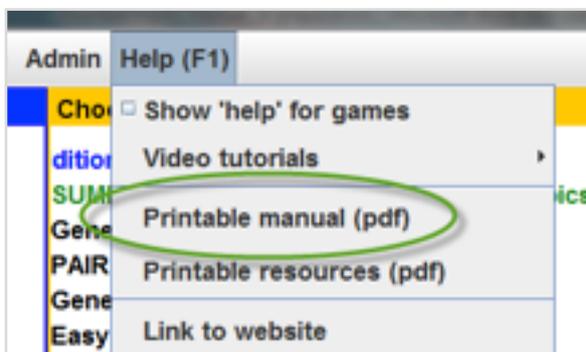
Teaching notes

Teaching notes for the current topic are shown in the middle column under the topic titles.



A manual

This is available from within the program.



The menu bar

The screen shot shows the menu bar including *Admin*. Students would not see *Admin* in their menu.

The table (right) gives a quick guide to the menu items.



File	For signing off/exit
Users	For signing on extra players during a session and also for a list of Numbershark administrators For sharing a session with another player Networks: for a list of users currently signed on also the workstation they are using
Settings for (Name)	For personal settings including an on-screen keypad
Actions	For printing worksheets for chosen topic and for viewing own personal records
Search	A search facility for any words that might appear in topic titles, also search
Admin Not available for students	For administrative functions including adding students, viewing students' progress, setting work, Universal settings
Help – when administrator/teacher signed on	For Help in games, video tutorials, printable instructions, topics - and also for Administrators - resources, version info, updates