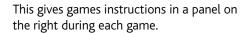
Help within the program

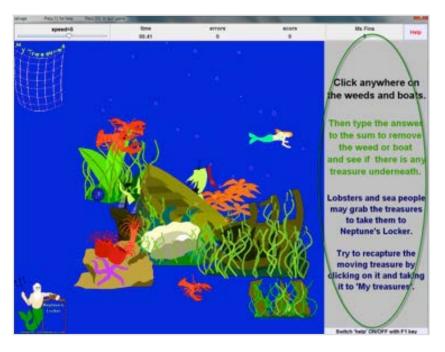
Help in playing games

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*.



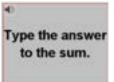






Select any section that you want read aloud.





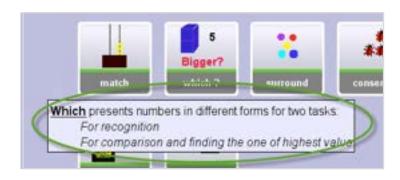
Turn off *Help* by clicking on *Help* again when no longer needed (top right), even during a game.



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).

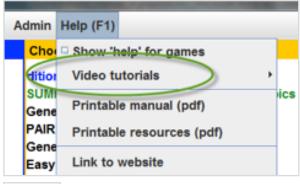
Each games tab groups games of a broadly similar purpose together; counting and ordering, understanding and practice of given facts, place value. Those under *Number concepts* are very varied in their aims, for example *Crocodiles* for + and – is designed to break up jumps along the numberline, bridging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



Numbershark 1

Video tutorials

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

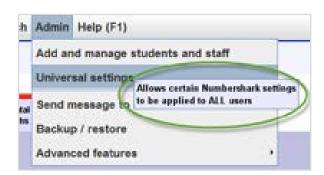


or throughout the program where you see this sign.



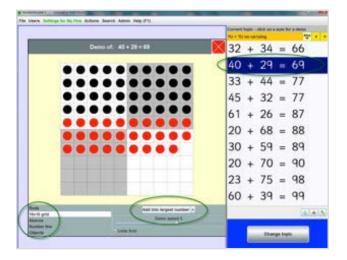
Tool tips

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.



Numbershark 2

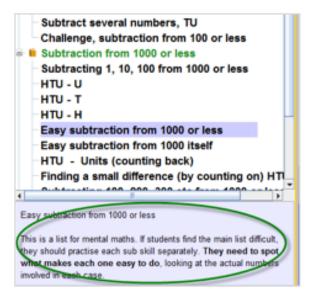
Info buttons

Info buttons give important information.



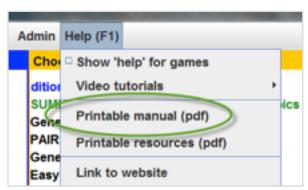
Teaching notes

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.



Numbershark 3