

## Short and Fun Introduction to the FlashMaster

for parents and teachers

You can complete this Introduction without looking at the “Instructions” for the App, but you are strongly urged to read the Instructions carefully later!

**HAVE FUN and MAKE LOTS OF ARITHMETIC MISTAKES in each of the 7 exercises in Part I, so that you can see how the App deals with mistakes differently in its different “learning activities”.**

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

If the displayed FlashMaster is not already “on”, tap the image of the “**ON/OFF**” key (with the red circle around it). Then, following “**STEP 1**,” “**STEP 2**” & “**STEP 3**” **LABELED IN RED at the top of the image of the FlashMaster**, do each of these 7 exercises:

1. “Table: In Order” learning activity: multiplication; 4-Table (Answer some problems incorrectly—sometimes twice in a row. Continue until activity ends automatically.)
2. “Table: No Order” learning activity: addition; 8-Table (Answer some problems incorrectly—sometimes twice in a row. Continue until activity ends automatically.)
3. “Practice” learning activity: Time Limit of 45 seconds; subtraction; Level 9 (Answer some problems incorrectly—sometimes twice in a row.)
4. “Test” learning activity: Time Limit of 30 seconds; division; Level 4 (Make some mistakes.)
5. “Flashcards” learning activity: Time Limit of 2.5 seconds per problem; multiplication; Level 6 (To enter answers quickly, try using both index fingers.)
6. “Special Problems” learning activity: Time Limit of 60 seconds (You will be practicing the problems that you did not answer correctly in the previous 5 exercises.)
7. “Flashcards” learning activity: Time Limit of 1.7 seconds per problem; multiplication; Level 7. (It is very important for teachers to practice 10 to 15 minutes per day until they master the 1.7-second time limit (or a shorter one) in Level 7. Doing so will make them confident that many of their students can too!)

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

- ◆ Turn the FlashMaster “off” by tapping the “**ON/OFF**” key. Then turn it back “on” with the same key. (This is to demonstrate below that the FlashMaster retains “results” of an assignment even if it has been turned “off”—as is also the case if the tablet is turned “off”.)
- ◆ Now tap 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 FlashMaster’s display (such as Time Limit, # correct, # attempted, % correct, and, in some cases, arithmetic operation (+, −, X, ÷), Level #, or Table #).
- ◆ Then tap 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 displayed a second time over the green background. Then go back through all your results again to see how well you followed the directions (above) for the settings for the 7 exercises.

**Part III:** Then, can you figure out: the “**SOUND**” key; the “**Erase: Results**” key; the “**Erase: Missed and Entered Problems**” key; the “**Change Problem Format**” key; and the “**Hide or Show: Countdown of Time Limit**” key?

**Part IV:** Finally, tap the green “Tap to **Go Back**” button and then the yellow button labeled “Tap to **See or Email Your Results** or to Print or Edit Them”, and then use your finger to scroll to the bottom of the screen to see the permanent record of your results.