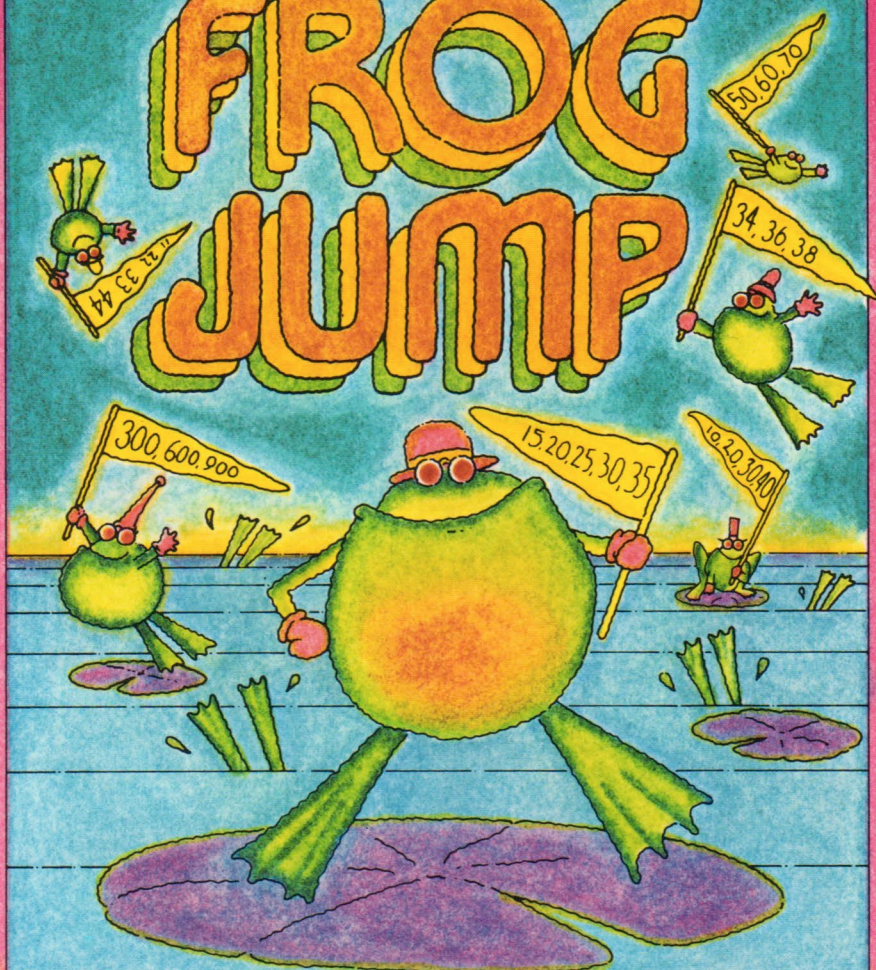


SCOTT, FORESMAN

FROG JUMP



PRACTICE IN COUNTING AND ORDERING NUMBERS
MATHEMATICS ACTION GAMES SERIES

For the TI 99/4A microcomputer.

AGES 5-8

Scott, Foresman



Frog Jump

Practice in counting and ordering numbers

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Copyright © 1983 Scott, Foresman and Company, Glenview, Illinois All rights reserved. Printed in the United States of America Keyboard Guide	5
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Mathematics Action Games series for use with
the Texas Instruments 99/4A microcomputer.

Scott, Foresman and Company

Electronic Publishing Offices: Glenview, Illinois •

Regional Offices: Palo Alto, California • Tucker, Georgia

Glenview, Illinois • Oakland, New Jersey • Dallas, Texas

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ISBN: 0-673-31178-3

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Scott, Foresman and Company, Glenview, Illinois.

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Printed in the United States of America.

2 3 4 5 6-MAL-86 85 84 83

Mathematics Action Games series for use with
the Texas Instruments 884A microcomputer.

Scott, Foresman and Company
Electronic Publishing Office: Glenview, Illinois
Regional Office: Palo Alto, California - Tokyo, Georgia
Glenview, Illinois - Oakland, New Jersey - Dallas, Texas

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About the Module

Scott, Foresman and Company, one of the country's leading educational publishers, carefully developed *Frog Jump* to create a unique blend of fun and learning. *Frog Jump*'s three challenging levels provide hours of enjoyment while providing practice in numeration skills. This solid state module requires only your Texas Instruments Home Computer and monitor or television set.

Practice in numeration skills provides players with a good foundation for learning more advanced mathematics concepts. *Frog Jump*, with its exciting animation and sound effects, motivates players to spend time practicing these vital math skills and familiarizes players with the use of the computer. The chart on the next page details the skills covered in this module.

Although directions for *Frog Jump* are included in the module, detailed game instructions are printed on pages six to nine in this User's Guide. Players can view the instructions in the module at any time during play by pressing the FCTN and the AID keys simultaneously.

The numeration skills in *Frog Jump* are usually taught in the first, second, and third grades, but younger children with some basic math skills as well as older children will enjoy the game's challenges and rewards.

Frog Jump is one of a series of mathematics games designed to supplement mathematics instruction in a variety of skills and at a variety of levels. Enjoy practicing mathematics while playing *Frog Jump*!

Difficulty Levels

Frog Jump Numeration

Hard Level

A. Give 1 more.

$$\begin{array}{r} 97 \\ + 1 \\ \hline 98 \end{array}$$

B. Give 1 less.

$$\begin{array}{r} 54 \\ - 1 \\ \hline 53 \end{array}$$

Harder Level

A. Give the next number.

$$60, \quad 62, \quad 64, \quad \underline{66}$$

B. Give the next number.

$$35, \quad 40, \quad 45, \quad \underline{50}$$

C. Give the next number.

$$60, \quad 70, \quad 80, \quad \underline{90}$$

Hardest Level

A. Give 10 more.

$$\begin{array}{r} 2783 \\ + 10 \\ \hline 2793 \end{array}$$

B. Give 100 more.

$$\begin{array}{r} 8396 \\ + 100 \\ \hline 8496 \end{array}$$

C. Give 1000 more.

$$\begin{array}{r} 7549 \\ + 1000 \\ \hline 8549 \end{array}$$

Frog Jump Game Description

Object

The object of *Frog Jump* in the one-player game is to win 20 lily pads in as little time as possible. In the two-player game, the object is to be the first one to win 20 lily pads.

Getting Started

To begin *Frog Jump*, press 2 on the selection list at the beginning of the module.

```
TEXAS INSTRUMENTS
HOME COMPUTER

PRESS

1 FOR TI BASIC
2 FOR FROG JUMP
```

Next select your difficulty level by pressing 1 for Hard, 2 for Harder, or 3 for Hardest. Indicate the number of players by typing 1 for one player or 2 for two players. Then press ENTER.

```
CHOOSE A LEVEL

PRESS FOR

1  HARD
2  HARDER
3  HARDEST
```


Now enter your name(s). If your name is longer than ten letters, type a shortened form of your name and press ENTER. Then press 1, 2, 3, or 4 to indicate your frog's color.

Type your name.
Use up to 10 letters.
Then press ENTER.
☐ 
Choose a color.
1☐ 2☐ 3☐ 4☐

You now choose if you want to view the game's instructions. If you press Y (yes) and ENTER, you see the instruction screens. If you press N (no) and ENTER, the game begins.

Play

Your turn begins when your name appears on the screen. Then a problem appears, a musical tone sounds, the cursor flashes, and the timer begins.

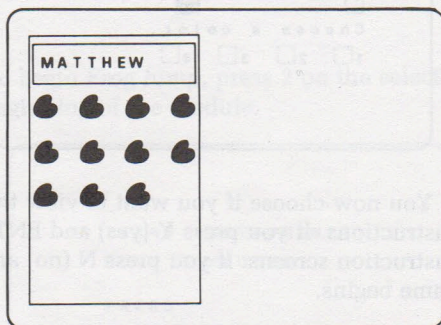
MATTHEW 1:15
Give 10 more.
5323

Type your answer quickly, and press ENTER. The number of lily pads you win is determined by the number of seconds you use to answer the problem (see Scoring).

In a one-player game, the computer's internal clock times each answer to determine the number of lily pads you win

for that turn. The timer on the screen continues until you win all 20 lily pads, giving you your time for the entire game. In a two-player game, the timer resets to zero at the beginning of each player's turn. When you answer and press ENTER, the time on the screen determines the number of lily pads you win for that turn.

When you enter the correct answer, a musical tone sounds, the timer stops, and your answer flashes on the screen. Your frog jumps forward once for each lily pad you earn, and your total score is displayed on the scorecard.



When you type an incorrect answer, the module beeps, the timer stops momentarily, and the message "Try again" appears. The timer continues while you attempt to type the correct answer. If your second attempt is incorrect, the module beeps, the timer stops, the module displays the correct answer, and you receive zero points for that turn.

Scoring

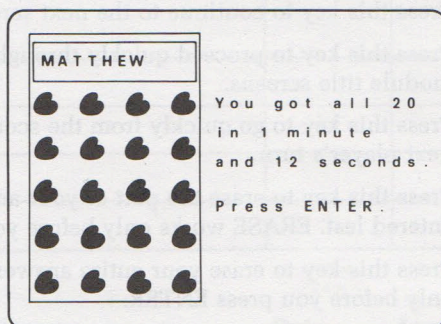
Lily pads are awarded according to the speed of your correct response. When you enter an incorrect answer, you get a second chance to enter the correct answer. If your second answer is correct, the number of lily pads you earn for that turn is determined by the total number of seconds that you used to enter both answers. If your second answer is incorrect, or if you do not enter the correct answer within 45 seconds, you receive zero lily pads for that turn. Lily pads are awarded as shown in the following table.

Time Lily Pads

1-2 seconds	3
3-5 seconds	2
6-45 seconds	1
over 45 seconds	0

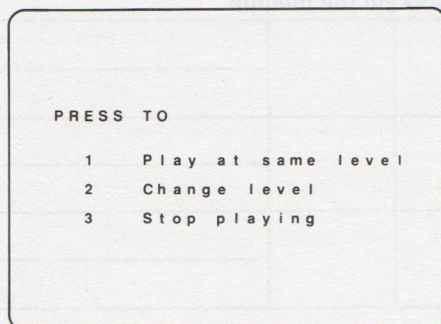
Ending the Game

In a one-player game, the game ends when you win 20 lily pads. The module displays your total time. In a two-player game, the game ends when one player wins 20 lily pads. The module declares that player the game's winner.



Playing Another Game

When you end a game of *Frog Jump*, a screen appears from which you can choose to play again, change levels, or stop playing. If you press 1, another *Frog Jump* game begins. That game uses the same difficulty level as the game you just played. If you press 2, the "Choose a Level" screen appears. You can then choose to play *Frog Jump* at a different level. Press 3 when you are finished playing *Frog Jump*.



Keyboard Guide

Special key functions programmed into *Frog Jump* make the game more convenient to play. To enact one of the functions listed below, hold down the FCTN key and simultaneously press the desired function.

Function	Action
ENTER	Press this key during a game after you type an answer. The computer then checks your answer. Press this key to continue to the next screen. Press this key to proceed quickly through the series and module title screens. Press this key to go quickly from the score screen to the next player's turn.
FCTN 3 (ERASE)	Press this key to erase the part of your answer that you entered last. ERASE works only before you press ENTER.
FCTN 4 (CLEAR)	Press this key to erase your entire answer. CLEAR works only before you press ENTER.
FCTN 5 (BEGIN)	Press this key to return to the "Choose a Level" screen to begin a new game.
FCTN 7 (AID)	Press this key any time you want to see the instructions. After the computer displays the instructions, it returns to where you were in the game when you pressed AID.
FCTN 8 (REDO)	Press this key to "redo" your level choice. The computer returns to the "Choose a Level" menu.
FCTN = (QUIT)	Press this key to return to the master title screen to end work on the module.

Scorecard

Players can use these scorecards to record either their fastest times in the one-player version of *Frog Jump* or the winner of each two-player game.

One-Player Game

[illegible]

Two-Player Game

[illegible]

Related Activities

You can use the following activities to expand interest in *Frog Jump* into other related areas.

1. Players can keep track of their *Frog Jump* times for a specific level. Each player then plots his/her score on a graph.
2. Players can design an aquatic mural. They can use pencil, paint, crayons, or chalk to design a frog's world of plants and animals.
3. Take a trip to the zoo or aquarium to observe frog habitats.
4. Players can organize and compete in an ongoing *Frog Jump* tournament. They can use the scorecards on page 11 of this Guide to keep track of their best times or the names of winners.
5. Play a non-computer version of *Frog Jump* in a gym or outdoor play area. Let three or four players be frogs; frogs start at one side of the play area. The remaining players are lily pads; lily pads scatter over the entire area and remain stationary and quiet. The leader gives a math problem orally. The first frog that answers correctly can jump five times. Frogs must jump with feet together (no leaps or running starts). As they jump across the area, frogs collect lily pads by tagging them. Frogs, therefore, should plan their route so that they pass several lily pads. Once tagged, lily pads jump along behind the frog who tagged them. Lily pads should spread as far apart as possible so frogs cannot reach them and end the game after a turn or two. The first frog who reaches the other side of the area with five or more lily pads is the winner. (Numbers may be adjusted to accommodate the total number of players and the size of the playing area.)
6. Visit a computer facility to learn more about computers.

The Mathematics Action Games Series

Scott, Foresman has prepared a series of game modules for the Texas Instruments Home Computer. These modules provide practice in a variety of important mathematics skills that are taught in grades one through eight.

These colorful and animated games encompass a wide range of themes and include both competitive and non-competitive formats. Each game in the series has several difficulty levels. The series includes:

Ages 5-8

Frog Jump

Putting numbers in order

Picture Parts

Basic addition, subtraction, and multiplication

Ages 8-12

Pyramid Puzzler

Multiplication facts and multiplication by 100 and 1000

Star Maze

Division facts, division with remainders, and short division

Ages

11-Adult

Number Bowling

Decimals and fractions

Space Journey

Percent

Caring for the Module

Although the module is durable, handle it carefully. Keep it clean and dry, and avoid touching the recessed contacts.

Caution: The contents of a module can be damaged by static electricity discharges. Static electricity build-ups are likely to occur when the natural humidity is low (during winter or in areas with dry climates). To avoid damaging the module, touch any metal object (a doorknob, a desk lamp, etc.) before handling the module. Commercial preparations that reduce static build-up in carpets are available at hardware and office supply stores.

In Case of Difficulty

Technical information about the Texas Instruments Home Computer and the modules can be found in the *User's Reference Guide*. You can solve several of the more common problems by reviewing the solutions listed below.

1. Problem: Everything is plugged in and yet nothing appears on the monitor.

Solution: Check to see that the switch on the front of the keyboard is pushed to the right and that the red light is on.

2. Problem: The module is not operating properly.

Solution: Press QUIT (FCTN =) to return to the master title screen. Remove the module, align it with the module opening, and carefully reinsert it. Press any key to make the title screen appear. In some instances, you may have to turn the computer off, wait several seconds, and then turn it on again.

3. Problem: The computer is behaving erratically because someone removed the module from the computer while it was being used.

Solution: Turn the computer console off, wait a few seconds, reinsert the module, and turn on the console. The computer should return to its normal operation.

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