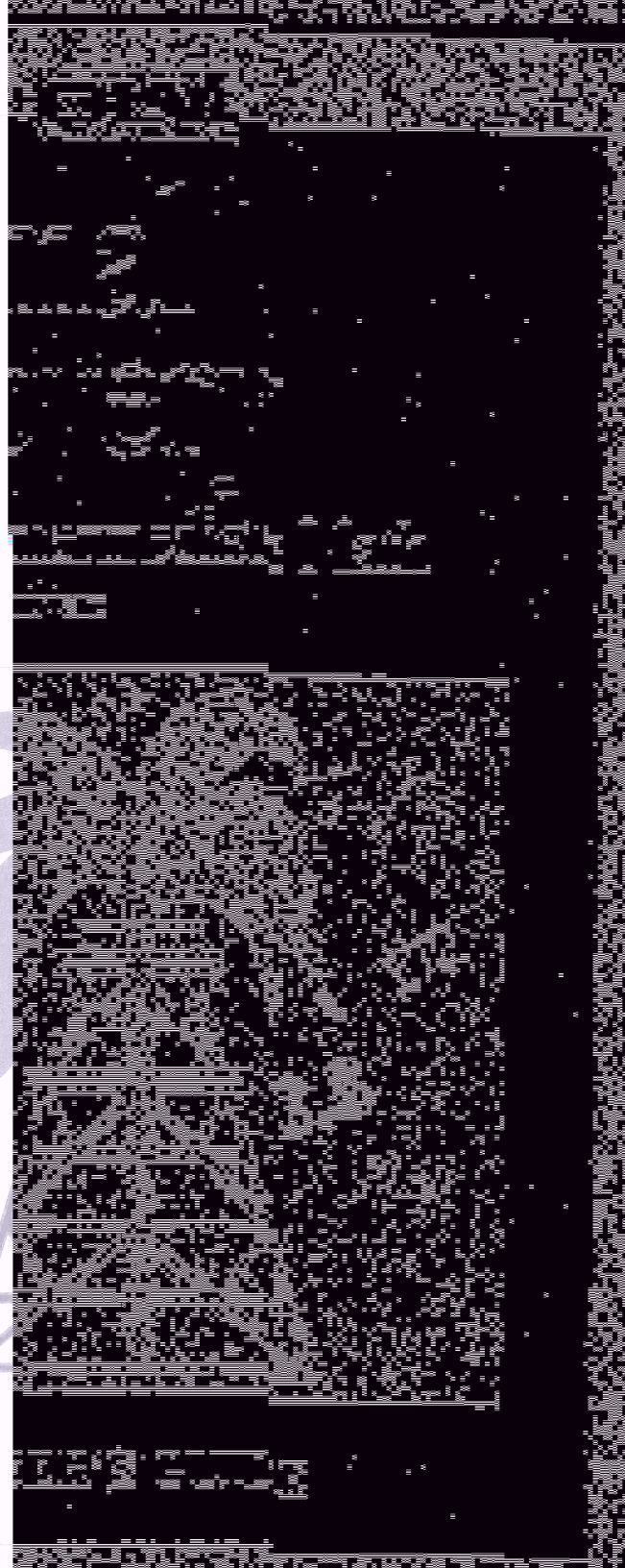


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Product Developed By: B

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TABLE OF CONTENTS

FEATURES	1
INTRODUCTION	2
KEYCHART	3
TEACHING OBJECTIVES	4
Chart	4
GETTING STARTED	5
Loading the Program	6
STUDENT TRACKING SYSTEM	6
USING THE MAIN MENU	7
DECIMAL CONTENT SELECTION	8
GAME CONTROL OPTIONS	10
GAME PLAY	11
Match Response Mode	12
Fill-In Response Mode	13
Scan Response Mode	13
SCOREBOARD	13
Saving Game Scores	14
Game Response Analysis	14
Top Ten List	16
STUDENT RECORD SYSTEM	16
Progress Records Screen	17
Response Analysis Screen	18
Deleting Student Records	20
SPECIAL PROBLEMS EDITOR	20
Creating Special Problems	21
Saving Special Problems	22
Editing Special Problems	23
Deleting Special Problems	24
DECIMAL PROBLEM WORKSHEETS	24
PRINTING	25
CLASSROOM SUGGESTIONS	26
Game Options	27
Keeping Records	28
Related Activities	29
SPECIAL NEEDS STUDENTS	30
	32

TABLE OF CONTENTS

Introduction 1

Chapter I 10

Chapter II 25

Chapter III 45

Chapter IV 65

Chapter V 85

Chapter VI 105

Chapter VII 125

Chapter VIII 145

Chapter IX 165

Chapter X 185

Chapter XI 205

Chapter XII 225

Chapter XIII 245

Chapter XIV 265

Chapter XV 285

Chapter XVI 305

Chapter XVII 325

Chapter XVIII 345

Chapter XIX 365

Chapter XX 385

Chapter XXI 405

Chapter XXII 425

Chapter XXIII 445

Chapter XXIV 465

Chapter XXV 485

Chapter XXVI 505

Chapter XXVII 525

Chapter XXVIII 545

Chapter XXIX 565

Chapter XXX 585

Chapter XXXI 605

Chapter XXXII 625

Chapter XXXIII 645

Chapter XXXIV 665

Chapter XXXV 685

Chapter XXXVI 705

Chapter XXXVII 725

Chapter XXXVIII 745

Chapter XXXIX 765

Chapter XL 785

Chapter XLI 805

Chapter XLII 825

Chapter XLIII 845

Chapter XLIV 865

Chapter XLV 885

Chapter XLVI 905

Chapter XLVII 925

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INTRODUCTION

Decimal Discovery combines the fast-paced excitement of oil exploration with the valuable reinforcement of decimal skills. Students focus on solving problems that compare, add, subtract, multiply, and divide with decimals. High interactivity, graphics and a Top Ten reward system motivate students to practice important skills.

Decimal Discovery is designed to be easily integrated into the math curriculum. Randomly generated game problems use decimals ranging from tenths through thousandths. A special Student Tracking System monitors each student's progress throughout the program. The Scan response mode is available to assist students with physical difficulty using a keyboard.

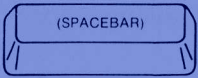
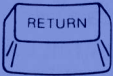
Decimal Discovery contains features to assist teachers in testing and recording each student's progress. The Student Record System presents the 10 most recent game records for 40 students. The Response Analysis details the problems and answers given in the last game saved by each student. Teachers can use the information from these sections to identify potential areas of difficulty.

Decimal Discovery's Editor enables teachers to create decimal problems to serve many purposes. Customized problems can be used in game play, or printed with the Worksheet Generator to create practice sheets, homework papers, or test materials.

KEYCHART

To make a selection on the program's menu screens, first highlight the option by either pressing the corresponding number key or the **SPACEBAR**, then press **RETURN**. Keys used on the menu screens and during game play are explained here.

KEY



FUNCTION

- Registers selection on menu screens.
- Selects records in Student Record System.
- Highlights selections on menu screens.
- Registers answer in game.
- Starts printing.
- Ends decimal game.
- Returns to Main Menu from submenu screens.
- Erases answer on game screen.
- Erases text on the Create Content Screen. (Use **CTRL-D** to delete on an Apple II+.)
- Left and Right **ARROW** keys move game answer box.
- All **ARROW** keys move cursor on Edit screen.
- Moves cursor up on Create and Edit Content Screens.
- Moves cursor down on Create and Edit Content screens.
- Displays game instructions before or during a game.

TEACHING OBJECTIVES

Decimal Discovery, one of the Arcade Math (AIM) programs, springs from the highly successful *Academic Skill Builders* series. Like its predecessors, *Decimal Discovery* combines the fast-paced action of an arcade game with the mathematical concepts. Through the lively game format, students remain involved in the subject.

Decimal Discovery's games encourage immediate feedback. Players receive scores as they play, and there is no limit on those who improve and need more practice.

Decimal Discovery displays each decimal in a horizontal format. All decimals are presented as a whole number plus a decimal part. For example, the decimal .25 is displayed as 0.25 in the Fill-in Response form. The program will accept both decimal and whole number forms.

Mastery of the following prerequisite skills is important for success with the program. Students should demonstrate:

- Computational skills for adding, subtracting, and dividing with whole numbers
- An understanding of place value concepts for adding, subtracting, and dividing decimals
- An understanding of place value concepts for decimals (tenths through thousandths).

**CONTENT
SELECTION**

**CONTENT
SELECTION**

OBJECTIVES

Comparing Decimals	• Compare Decimals	• Read • Read • Read
Adding Decimals	• Add Decimals	• Add • Add
Subtracting with Decimals	• Subtract Decimals	• Subtract • Subtract • Subtract • Subtract • Subtract
Multiplying with Decimals	• Multiply Decimals	• Multiply • Multiply • Multiply
Dividing Decimals	• Divide Decimals	• Divide • Divide

GETTING STARTED

Decimal Discovery requires an Apple* II+, IIe, or IIc computer with at least 64K of memory, a disk drive, and a monitor or TV. Loading the program is a simple procedure.

STEP

Loading the Program

1. Hold the program disk by the label. Place the disk in the disk drive (label up) and close the door on the drive.
2. Turn on the computer and monitor or TV. The program will load automatically.
3. After the Title screen, the student has two options. They are:
 - a. Type his or her initials (or identification number) for the Student Tracking System.
 - b. Press **ESC** to see the Main Menu.

*Apple is the trademark of Apple Computer Inc.

STUDENT TRACKING SYSTEM

Decimal Discovery features a Student Tracking System that serves three important purposes. First, the system monitors the type of game and game options being used by the student. Second, the system automatically adjusts the student to the game level and stops the game when the student is stopped. Third, only students who score in the top ten are eligible for the Top Ten list.

In order to use the system effectively, students must enter their initials and name before starting the game, and they **must save** a save file after each game.

Using the Student Tracking System

STEP

1. Load the program, then enter initials when prompted. Initials must be unique for each student. If other students have the same initials, use different initials. If the program has already saved initials, select the "Choose different player" option from the Main menu to enter new initials and name.
2. Play the game. Then, select the "Save Game" option from the Scoreboard screen.
3. The student's identity is included in the Student Tracking System after the game is saved.

USING THE MAIN MENU

The program's activities are presented on the Main Menu. To select an activity, first press either the corresponding number key or the **SPACEBAR** to highlight a choice, then press **RETURN**.

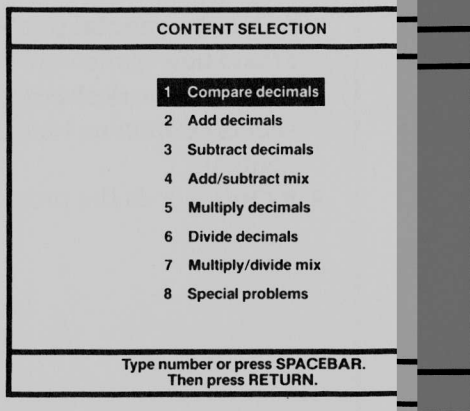
MAIN MENU	
Current content: Compare decimals	
Range: 1 Tenths	
1	Play game
2	Choose different player
3	Choose different content
4	Change game options
5	View student records
6	Create special problems
7	Create worksheets
8	Quit
Type number or press SPACEBAR. Then press RETURN.	

- **Current Content and Range**—identifies the type of decimal problems used in the game.
- **1 Play game**—begins game.
- **2 Choose different player**—identifies new players. Students should enter their initials before starting game play and after changing players. This step is essential for the Student Tracking System and for Top Ten eligibility.
- **3 Choose different content**—selects another game content.
- **4 Change game options**—adjusts game play features.
- **5 View student records**—provides student game response data.
- **6 Create special problems**—enables teachers to create new game content.
- **7 Create worksheets**—generates printed worksheets containing built-in or customized decimal content.
- **8 Quit**—ends the program.

DECIMAL CONTENT SELECTION

Decimal Discovery features seven built-in content categories. The categories are identified on the Content Selection screen pictured here. Within each category, teachers can select a problem range using tenths, hundredths, tenths and hundredths, or a mixture.

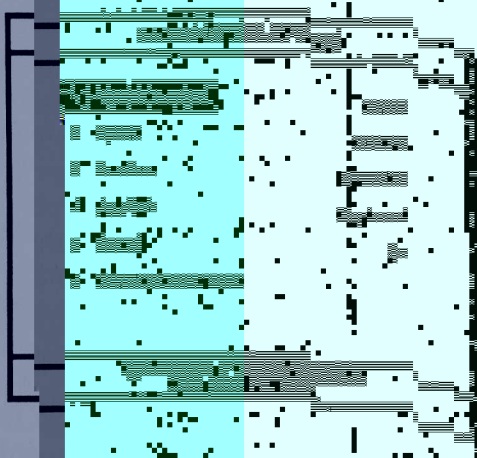
In addition to the built-in content, teachers can create eight customized content selections identified as Special problems on the Content Selection screen. Teachers can select the same problem selections for the customized content selections as for the built-in content.



COVERY

GAME CONTROL OPTIONS

Decimal game control options allow individual Control Options responding to press RE



- **Response**—scan the (Match.)
- **Speed**—reach a
- **Runtime**—from one
- **Joystick**—keyboard
- **Sound**—g

GAME PLAY

Students solve decimal problems as they explore for oil. The game screen contains three drilling platforms with decimal problems positioned below each platform. An answer box appears at the base of one of the platforms. The object of the game is to solve as many decimal problems as possible before the game ends.

There are three different response modes: Match, Fill-in, and Scan. Students match the answer appearing in the answer box to a problem when using the Match or Scan response mode. During the Fill-in response mode, students type the answer for each problem, making it the most challenging of the three modes. Before beginning a game, students may want to have paper and pencil handy to solve some of the problems.

Students can play the game with either the keyboard or joystick. To answer, move the decimal problem, then press either the **SPACEBAR** (keyboard) or the **FIRE BUTTON** (joystick). If the response is correct (Hit), the drill strikes oil, causing a gusher. If the response is incorrect (Miss), a beep is heard and the drilling continues. The number of Hits and Misses are registered at the bottom of the game screen.

A dry hole is found when a drill reaches a decimal problem before the problem is solved. A dry hole causes all three drills to reset. Game play continues until time runs out or if three dry holes are found. During a game, students can press **H** for game instructions or press **ESC** to end a game.

STEP

Match

1. Decide what answer box you will use.
2. Use the number box above the answer box.
3. Press the = key.

STEP

Scan

1. Decide what answer box you will use.
2. When the problem is solved, scan the answer.

STEP

Fill-in

1. Use right arrow key to move the cursor above the problem.
2. Type answer characters. If you type a character that is not an answer character, the character will be deleted and the cursor will move to the right. For example, if you type 0.123 and the answer is 0.1234, 0.123 is correct.
3. To correct an answer, press the left arrow key to move the cursor to the character you want to erase.
4. When the cursor is above the character you want to register, press the delete key.

SCOREBOARD

The Scoreboard screen gives students immediate feedback on each game played. Students use this screen to view final scores, save game scores, play another game, change players, and view Game Analysis or Top Ten list.



Saving Game Scores

Students can add their scores to the Student System by selecting Option 1 on the Scoreboard screen. This step enables teachers to evaluate game progress by reviewing game response information. Once the game score is saved, the scoreboard screen appears again without Option 1.

DECIMAL DISCOVERY

STEP

Saving a

1. Select Option
2. Type the date
the month, da
(Example: 07/)
3. If your name a
4. If the name dis
Next, type your
and press **RET**
score, then ret

NOTE

The screen will
System is filled
tional students
records have t
Records.)

Game Response Analysis

Students and teachers can view a Game Response Analysis after each game played. Data can be viewed on the screen or can be printed out. To view a Game Response Analysis, select Option 4 on the Game Response Analysis Scoreboard screen.

- Each game problem analysis includes the following:
 - Number of tries per problem displayed
 - Number of correct answers
 - Percentage of correct answers

A second analysis, the Student Response Analysis, is available in the Student Response Analysis System to give teachers more details about the last game saved. (See Response Analysis screen.)

Top Ten List

Decimal Discovery features a Top Ten listing of the best game scores. Students are motivated to compete with each other to improve decimal skills. Students must enter their initials in the Student Tracking System before playing their first game in order to be eligible for the Top Ten. (See Student Tracking System.)

Top Ten ranking is determined by a math formula that is based on:

- Raw score—Hits minus Misses
- Level of difficulty—Ranges 1 through 5
- Response mode—Scores in response mode earn more points than Skill-in-response modes
- Time—An or Match modes

The Top Ten screen appears automatically only after games that qualify the student for the listing. Students can view the Top Ten by selecting Option 5 on the Scoreboard screen. To clear the Top Ten, select Option 4 on the Student Record System menu.

STUDENT RECORD SYSTEM

STUDENT RECORD SYSTEM

The Student Record System gives teachers a comprehensive view of student game performance. The system holds the 10 most recent records for 40 students. Progress Records and Response Analysis Records give a detailed account of student game play. The Response Analysis shows the actual problems and responses from the last game played. To view the student records, select Option 1 from the Main Menu.

STUDENT RECORD SYSTEM

- 1 View/print progress records
- 2 View/print response analysis data
- 3 Delete records
- 4 Clear Top Ten list
- 5 Return to Main Menu

Press H if you need instructions.
Type number or press SPACEBAR.
Then press RETURN.

Progress Records Screen

The Progress Records screen of information for the 10 most recent game response Teachers can review the records of recent games. an entire class. The data can be reviewed on the screen or printed.

To view the Progress Records screen on the Student Record System screen, Select Option 1 ing the Progress Records screen. When viewing the screen, press the right **ARROW** key to move from one record to another. Press **RETURN** to see the record to the next student.

PROGRESS RECORDS: SMJ		SALLY MAY JONES	
Record:	1	03/20/86	3
Date:	03/20/86	St	2
Content:	Add	1/20/86	10,100th
Range:	10ths	Abstract	Fill-in
Resp Mode:	Match	Scan	2
Speed:	1	3	2
Runtime:	5	3	2:00
Actual:	5:00	25	12
Hits:	97	10	7
Misses:	7	35	19
Tries:	104	71	63
%Correct:	93	8	6
Hits/min:	19		

Use ARROW keys to scroll
Press RETURN for next student.

DECIMAL DISCOVERY

The items found on the Progress Records screen are:

- **Record**—number of game. Number of games played to 10 with 10 representing the last game.
- **Date**—game date.
- **Content**—type of decimal problem.
- **Range**—decimal place value range. In the Problems game, a number will appear in the range category to identify the Special Problems category.
- **Resp mode**—type of response (Manual or Scan.)
- **Speed**—game play speed.
- **Runtime**—game time limit.
- **Actual**—length of game play.
- **Hits**—correct responses.
- **Misses**—incorrect responses.
- **Tries**—response attempts.
- **% Correct**—percentage of correct responses in game.
- **Hits/min**—correct responses per minute.

Response Analysis Screen

Teachers use the Response Analysis screen to see the problems presented and the responses given in the last game saved. This information can be used to determine areas of difficulty. The data can be viewed on the screen or printed. To see the Response Analysis screen, select Option 2 on the Student Record System menu.

RESPONSE ANALYSIS		S: SMJ	MAY JONES
Date: 03/24/86		Mode: Fill-in	Speed: 2
Content: Add		Range: 100ths	
Hits: 15		Tries: 17	
#	Problem	Student Correct	Answers Incorrect
1.	0.34 + 0.18	.52	
2.	0.66 + 0.24	.90	
3.	0.66 + 0.54	1.20	
4.	0.66 + 0.54		1.59
5.	0.68 + 0.32	1.0	
6.	0.70 + 0.36	1.06	
7.	0.71 + 0.20		.81
8.	0.71 + 0.20	.91	
Use ARROW keys to scroll problems. Press RETURN for next student.			

Deleting Student Records

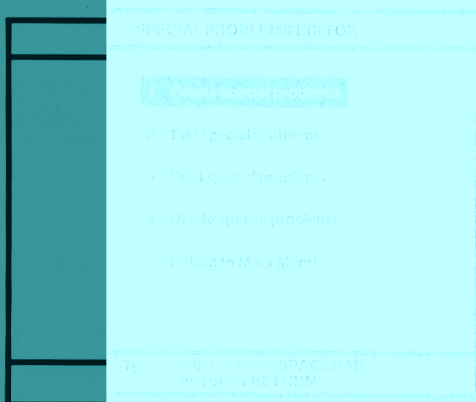
The Student Record System is designed to hold a maximum of 40 students. Once the system is filled, new students cannot be added until old records are deleted. Teachers can delete records for one student or for an entire class. To delete a record, select Option 3 on the Student Record System menu. Follow screen instructions to complete the procedure.

SPECIAL PROBLEMS EDITOR

Eight decimal games can be created with the Special Problems editor to supplement the program's built-in content. Each customized game can contain a minimum of 5 and a maximum of 30 problems. Customized game content can be printed.

The editor is versatile and can be used to write many types of math problems. These customized games make motivating pre-test and post-test instruments. To use the special Problems Editor, select Option 6 on the

games can be created with the Special editor to supplement the program's built-in content. Each customized game can contain a minimum of 5 and a maximum of 30 customized game content can be printed. The editor is versatile and can be used to write many types of math problems. These customized games make motivating pre-test and post-test instruments. To use the special Problems Editor, select Option 6 on the



NOTE

Each Special Problems file has an identification number referring to the type of decimal problems used in the game. This identification number also appears in the "Change" column on the Progress Records, Response Analysis, and worksheets.

Each Special Problems file has an identification number referring to the type of decimal problems used in the game. This identification number also appears in the "Change" column on the Progress Records, Response Analysis, and worksheets.

Creating Special Problems

To create decimal game content, select Option 1 on the Special Problems Editor screen. The Create Content screen appears containing space and instructions for writing game problems. Problems are entered at the site of the flashing cursor.

CREATE CONTENT				
#	Left	Op	Right	Answer
1	1.2	+	0.52	1.72
2	0.44	-	0.2	0.24
3	3.5	x	1.2	4.2
4	2.6	÷	1.3	2
5	2.6	=	2.60	True
6	1.5	>	1.123	True
7	0.45	<	0.354	False
8				
9				
10				

Type a 1 to 4 digit number either with or without a decimal point. Use ARROWS to move. ESC to quit.

STEP

Writing Special Problems

1. Read the instructions at the bottom of the screen. Locate the flashing cursor.
2. Type the first number for problem 1 using no more than five characters including the decimal point. To correct errors, use the **ARROW** keys to move cursor to the error, then type the correction. If necessary, press **DELETE** (use **CTRL-D** on Apple II+) to erase one character at a time. When the number is complete, press the right **ARROW** key to type the operation.

DECIMAL DISCOVERY

3. Type the operation symbol.
+ Add < Left
- Subt > Right
× Mult = Equal
/ Divid le
4. After the operation is entered, type the second number (five characters). The answer is entered automatically.

5. Press **RETURN** for the answer. A minimum of 5 characters can be written per game. An **ERROR** message will appear if a negative answer, more than five characters, or a number greater than 10,000 is entered before the special problem.

NOTE

Saving Special Problems

Eight customized special problems can be saved to the program disk. Students can select a special problem from the selection screen.

STEP

Saving Content

1. Press **ESC** on the Editor screen after writing at least five game problems.
2. Select Option 1 "Save special problems to disk."
3. Type a name for new game file (14 characters or less) and press **RETURN**. The new game file is saved on the program disk.

NOTE

A screen message will appear if the Special Problems selection screen is filled with eight files. In order to save a new game file, you can either save it under an old game file name or delete an old game file.

Editing Special Problems

Teachers can edit customized games already written by selecting Option 2 on the Special Problems Editor screen. Follow the game to be edited screen instructions to select the game to be edited. Changes are made on the Edit Content screen. (See Create Special Problems.) After the changes are made, follow the procedure to save the problems on the program disk. (See Saving Special Problems.)

Deleting Special Problems

To delete a customized game, select Option 4 on the Special Problems Editor screen. Next, select the game to be deleted. Then, follow screen instructions to complete the deletion procedure.

DECIMAL PROBLEM WORKSHEETS

Teachers can print customized problem sheets containing problems appearing on each worksheet. The number of problems on each worksheet can range from 1 to 30. A separate answer sheet is printed automatically. As an added convenience, teachers can choose the number of copies to be printed, and whether the problems in each worksheet appear in random order or in the order of the problems appearing on each worksheet. Worksheets can be printed automatically.

STEP

Printing Worksheets

1. Select Option 7 Create The Worksheet Generator on the Main Menu.
2. Press 1 to generate worksheet content and the problem sheet. Next, select the number of problems you want to appear on the worksheet.
3. Enter the number of worksheets you want to be printed. If you want to print more than one copy, you can choose to have the problems printed in a different order on each copy. Select 2 when prompted if you want to have the problems appear in random order. Next you can choose to print separate answer keys for each copy.
4. Turn on the printer and press **RETURN** to start printing.

PRINTING

Teachers can print customized game content, progress records, game response analysis data, and worksheets quickly and easily. To print student records or a game analysis, simply follow instructions when prompted by the screen. To print customized game content, select Option 3 on the Special Problems Editor screen. To print worksheets, select Option 7 on the Main Menu.

Before printing, be sure the computer is connected to an 80-column printer. The printer card should be in Slot 1 of the computer. The screen will prompt when to press **RETURN** to begin printing. To stop printing, press **ESC**.

CLASSROOM SUGGESTIONS

Decimal Discovery contains a variety of features that can be used to maximize student interest and involvement. Teachers can modify the program's flexibility to fit most classroom needs. This easy-to-use tool can become a vital part of the decimal curriculum.

Special features, such as the Student Tracking System, make it easy for teachers to adapt the program to fit their lesson plans and teaching methods. For example, some teachers concentrate on one decimal concept at a time. These teachers can choose one game in advance for all students to play.

Other teachers may want their students to work at different levels according to their abilities. The Student Tracking System can record and monitor each student's current level and game option. It automatically returns students to the level where they stopped.

There are many ways to incorporate *Decimal Discovery* into individual lesson plans. Here are some classroom suggestions that may prove helpful.

Game Options

Teachers use the Game Control Options screen to set game options that determine the difficulty of game play.

ACTIVITY

1. For students who require more time to compute game answers, select the slowest Speed, Match response mode, and the 5-minute Runtime. The slowest speed setting allows the maximum amount of time to solve problems. New problems will not appear before a correct response is registered.
2. For students who want to play the most challenging game, select the fastest Speed, Fill-in response mode, 1-minute Runtime, and a more difficult content level such as "Multiply/divide mix."
3. The Scan response mode can be used by all students to increase concentration and rate of correct responses. Adjust the Speed to a rate slightly above the student's ability to maximize the challenge without causing frustration.

Related Activities

Teachers can help students gain the most from *Decimal Discovery* by considering these related activities.

ACTIVITY

1. When students are sharing computers, distribute game problem worksheets to those students who are waiting their turn on the computer.
2. Sponsor a contest to see which students make the Top Ten. First divide students into groups according to their skill levels. Set game options and content for each group. Allow each student to play two games. At the end, post the Top Ten winners. Then, total the scores on the Top Ten list for each group. The group that has the highest number wins the grand prize.
3. Organize lesson plans using *Decimal Discovery* in conjunction with other DLM Teaching Resources products that reinforce decimal concepts. Products developed for decimals, money, and shopping give students practical applications.

SPECIAL STUDY

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