

Dingo Bingo - Tables

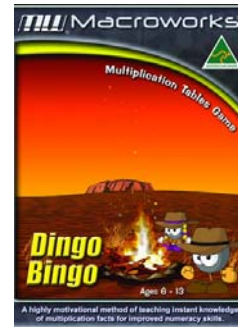
Publisher: Macroworks

Genre: Numeracy

Topics: Multiplication (Times) Tables

Ages: 6 - 13+

Platform: Available in Windows and Mac



Snapshot

* Covers 0 to 12 (+mixed) tables * Australian graphics and photos * adjustable achievement settings * speed and accuracy recorded * fully narrated * printable results * printable achievement certificates * reversible formats

Suitability

This software is suitable for all students who are developing their knowledge and recall ability of the multiplication facts, who are dyslexic or have dyscalculia short-term memory or ADD.

Overview

Quick and reliable knowledge of multiplication tables is an essential cornerstone of a student's mathematical ability.

The *Dingo Bingo Multiplication Tables* game is a pleasant and efficient way of ensuring students systematically develops and then reinforce this fundamental maths skill. It can be used to develop knowledge of times tables or as a remedial technique to correct inadequate knowledge.

In the program, students learn multiplication facts up to the twelve times table. There are six games for each level as well as six games of mixed table knowledge. Students must display proficiency with one set of tables before progressing to the next. The program monitors accuracy, time taken per game and error rate. Problems with particular multiplication facts are listed after each game, and can be printed out for further practice and revision away from the computer.

Accuracy rates and timer settings can be adjusted to suit the needs of individual learners, and a reward system is also incorporated to encourage student achievement, with printable certificates that can be viewed on screen.

Dingo Bingo Multiplication Tables is an indispensable component of the skills taught in the Maths Island 1 essential maths skills program.



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