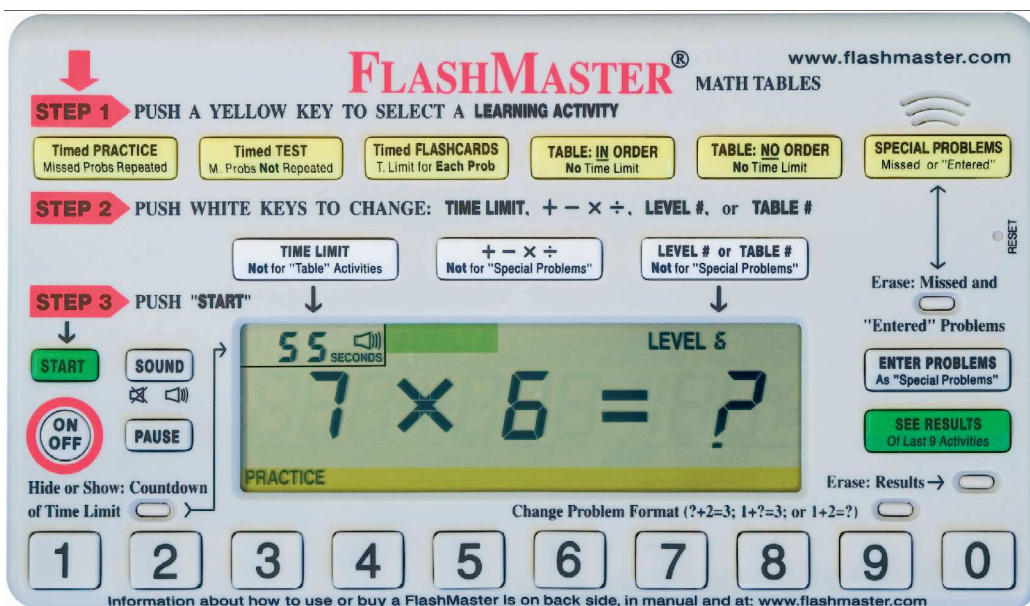




Flashmaster

The FlashMaster is a lightweight (300 gm), handheld, easy to use electronic device that has an incredible number of features to help students ages 7 and up with their maths facts in a fun, engaging and challenging way.

The FlashMaster includes: 6 learning activities, 8 per activity time limits, 10 per problem time limits, 9 levels and 10 or more tables for each of its 4 arithmetic operations, 3 problem formats, ability to practice the 15 most recently missed problems, a very useful guide for teachers and parents and more.



Features of the Flashmaster

- ❖ Easy to understand and operate
- ❖ Students master math facts on their own:
 - Addition tables: $0+0=0$ through $9+9=18$
 - Subtraction tables: $0-0=0$ through $18-9=9$
 - Multiplication tables or times tables: $0\times 0=0$ through $12\times 12=144$
 - Division tables: $0\div 1=0$ through $144\div 12=12$
- ❖ No more than 10 minutes per day required of student
- ❖ Minimal supervision required (none during practice)
- ❖ "SEE RESULTS" key makes it easy to evaluate in detail, at anytime and anywhere each of 9 latest "activities":
- ❖ Students motivated by automatic display of results at the end of each activity and by later "reviewability" of 9 activities by parent or teacher



- ❖ Extremely efficient use of students' time:
 - No time wasted by distracting computer games, by unnecessary keystrokes, or by tedious and time-consuming "rewards"
- ❖ Usable anywhere and at any time—the car, the kitchen, etc.
- ❖ Turns on in an instant; useful even during TV commercials, etc.
- ❖ 9 "Levels" for each arithmetic operation:
- ❖ User can focus on problems that are currently most appropriate
 - Minimal time wasted on problems that are too easy or too difficult
 - Problems needing more practice presented more frequently
 - Option to practice solely: 15 recently-missed problems or 15 problems selected by user
- ❖ Time limits and displayed countdown of time limits motivate students to answer rapidly and instinctively:
 - 8 alternative per-activity time limits: 30, 45, 60, 75, 90, 120, 150 & 180 seconds
 - 10 alternative per-problem time limits: 9, 7, 5, 4, 3, 2.5, 2, 1.6, 1.3, & 1 seconds
 - Option of "hiding" the counting down of time limits from view
 - Two introductory "table" activities do not use time limits.
- ❖ Ability to give same test on numerous FlashMasters (same problems, same order)
- ❖ Ability to turn off sound effects
- ❖ Immediate visual feedback on accuracy of each answer, but not in "Test" activity
- ❖ Correct answer displayed when problem missed twice in a row, but not in "Test" and "Flashcards" activities
- ❖ 3 possible "problem formats", for example: $1+2=?$, $?+2=3$, and $1+?=3$
- ❖ Ability to decrease or increase how long correct and incorrect answers are displayed, resulting in speeding up or slowing down the pace of the FlashMaster
- ❖ Ability to change sound effects for correct and incorrect answers