

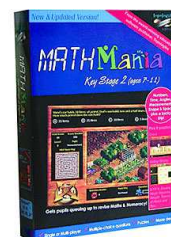


## MathMania

**Ages 11 - 14**

**Practise the 'four rules' of number, topic work and problem-solving**

*Do you need to get students practising not just the 'four rules' of number, but also topic work and problem-solving?*



In a variety of exciting maze-worlds, pupils practise and develop their Maths skills by answering revision questions on Numbers, Time, Angles, Measurement, Shape & Space and 'Lucky Dip'.

With enough points to exit a maze, they can tackle one of eight puzzles: Coins, Towers of Hanoi, Sliding Blocks, Magic Squares, Fill It, Eureka, Weight and Bao. Maths targets are accommodated via four levels of difficulty, and there is easy control over points required to exit mazes, the puzzle availability, time limits and whether pupils should 'play' against others in the same maze or alone (across a network or via the Internet) dropping 'question bombs' to rout their rivals.

### Program features:

- Fully configurable - you choose which Topics and Puzzles students will meet
- Puzzles can be played as independent problem-solving activities
- Keeps High Score tables
- Special 'Teacher' players can monitor students from within the game
- Includes a Maze Designer and Custom Question Writer
- Prints worksheets to be completed away from the computer

### Network Play Features

On a network or across the Internet, some very special options come into play in MathMania. Students can navigate a maze at the same time as their friends, or work with (or against) students in other schools, or even overseas. What's more, to make things strategically more interesting, they can drop question 'bombs' to stay ahead of other players... Joining in is as easy as logging on.

Like the other titles in the Mania series, MathMania can be set up to offer only the features you want. You can run it 'stand-alone' or in 'multi-player' mode. The more 'game-like' features can be reserved as rewards. Levels of play are completely under your control.

If your network or broadband connection doesn't get used as much as it should, MathMania could be part of the answer.

'High Score' tables are continuously updated. Answers can be tracked, new question sets can be added, and worksheets can be printed at pre-set levels.

Monitor pupils from within the game

Prints worksheets to be completed away from the computer

Fully configurable - define the topics and puzzles pupils will meet

Puzzles can be played as independent problem-solving activities

### Supplied with

- Quick Start Guide Handbook
- Questions, Puzzles & Classroom Guide
- Maze Designer and Custom Question Writer



Learning Expertise  
And Resources Network

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Age range 11-14 years  
Also suitable for SEN, ABE  
Author Will Godfrey  
Available for PC Windows

### **Reviews and quotes**

*"What really motivates our students is the facility to play against each other over our network (or with other schools over the internet): this is a really powerful motivator. I have to stop students using the program or they'd spend all day with it!" - Simon Midgley, Rhyddings School*