

## Years 5 to 10

**Introduce students to the power of mathematical rigour with this fascinating collection of games!**

### Fifteen different games of strategy

In each of the fifteen games, victory comes only with a thorough understanding of the winning strategy. To win, the student must decide whether to play first or not, and then follow a winning strategy without error. Analysing the position can be anything from very easy, in the earlier games, to very complex.



### Levels and hints to suit all students

The games are arranged in increasing order of difficulty. Students will quickly work out the winning strategy for the easiest games, even without hints.

With the hardest games, they will certainly need some of the hints. Each game has four levels of difficulty, each of which has a range of random starting positions. The computer seldom offers exactly the same game twice, but you can ask to replay a game to help you learn the strategy.

On-screen hints are available for all games. The lowest level of hints may just indicate whether the computer thinks it will win or not. Intermediate hints help you to find the winning strategy for yourself. Full hints describe the winning strategy. The teacher can turn each hint on or off, or can make them available via a password.

Any of the games can be played against the computer, or against another student.

### Teacher controls

Extensive teacher controls enable teachers to

- decide which games are available,
- make each level of hints available or not, or to apply a password to each individual hint, and
- inspect or print a progress report on each student.

### Worksheets

This innovative package includes a clear and informative teacher's manual. Photocopyable worksheets are also provided, including investigation sheets to help students working with the computer, and assessment sheets for use off-computer.

### Platforms

Suitable for both Windows and Macintosh