

WALT DISNEY

PERSONAL COMPUTER SOFTWARE

CUSTOM DESIGNED FOR

Radio Shack

TRS-80 COLOR COMPUTER



MATH ADVENTURES WITH MICKEY

TWO INTERACTIVE COMPUTER LEARNING ADVENTURES THAT DEVELOP
AND REINFORCE MATH SKILLS FOR AGES 9-13.

PLAYER'S GUIDE

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MATH ADVENTURES WITH MICKEY

To the Parent:

Recommended for ages 9-13.

A two-part learning adventure introducing an easy, effective approach to solving problems involving math and demonstrating the correct use of decimals.

Playing for Fun/Learning for Life

Walt Disney's adventures in learning will captivate your child's imagination while developing necessary basic skills. Your child's attention is engaged with stunning graphics, delightful characters and compelling and challenging activities.

Rewards for successful performance encourage your child to grasp the concepts involved with each adventure, while opportunities to correct errors make it easy to learn from mistakes. What's more, Disney adventures give your child the opportunity to explore the innovative ways a computer solves problems, while providing a friendly introduction to this important tool.

Setting Up for Action

Required Equipment:

- TRS-80 16K Standard Color Computer
- Video receiver or TV
- Radio Shack CCR-81 Cassette recorder (or equivalent)

Set up and connect the Color Computer, color video receiver or TV and cassette recorder according to the instructions in the TRS-80 Color Computer Operation Manual.

1. Turn on the color video receiver or TV and set the volume at a normal listening level. Select channel 3 or 4 (whichever is weaker or not used in your area). Select the same channel on the "channel select" switch at the rear of your computer.

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2. Turn on the computer by pushing in the power button on the back of the computer case. You'll see an "OK" prompt appear on the video screen.
 3. Place the Disney Adventure tape in the cassette recorder.
 4. Set the volume level of the cassette recorder at 5.
 5. Rewind the tape completely. After the tape is completely rewound, press the cassette recorder's "PLAY" button.
 6. Type **C L O A D M** on the keyboard and press **ENTER**. The computer will search and load the adventure. While the computer searches for the adventure, the letter "S" will be displayed in the upper left of the video screen. When the computer finds the adventure "F DISNEYMM" or "F DISNEYDD" will appear. When the first section of the adventure has been loaded, the "OK" prompt will reappear.
 7. Once the "OK" prompt has reappeared, type **E X E C** on the keyboard and press **ENTER**. The word "LOADING" will appear and in a moment, the adventure will begin.
 8. As the adventure begins, use the volume control on the color video receiver or TV to adjust the volume of sound as necessary.

NOTE: If you should get an error message while loading your adventure, the volume on the cassette recorder could be too low or too high. You should:

- Press the "STOP" button on the cassette recorder.
- Turn the volume a little higher or a little lower.
- Press the "RESET" button on the back of the computer.
- Repeat the instructions from Step 5.

To the Player:

MATH ADVENTURES WITH MICKEY is made up of two learning adventures: “Problem Solving with Mickey” and “Decimals with Donald and Dewey.”

PROBLEM SOLVING WITH MICKEY — ACTIVITY ONE

Mickey and Minnie teach the staff of a creepy old hotel how to figure out the number of rooms, towels, and pies they will need for all of their guests. By following this adventure and answering the questions you will be asked along the way, you will learn three steps which will help you solve even the most difficult problems involving math.

Player’s Instructions

Mickey Mouse is hired to manage the Castle Hotel. When he arrives for his first day of work, he discovers that the hotel is an old, spooky place so full of problems that the owner has gone into hiding. What’s more, there is evidence that the hotel is haunted. Mickey uses math to solve the problems at the hotel and to unravel a scary mystery.

Throughout this adventure you will be asked questions. Sometimes you will be asked to use something Mickey or Minnie has just taught a member of the hotel staff. Other questions will ask you to solve problems involving addition, subtraction, multiplication, or division.

Be sure to pay close attention to what happens in this adventure so that you will be able to answer each question correctly on your first try. Whenever you give the right answer, you will receive a special message and the adventure will continue. If the answer you choose is wrong, you will be given a chance to try again.

Scoring

When you complete the adventure, you will receive a score of the number of correct answers you made on the first try.

DECIMALS WITH DONALD AND DEWEY — ACTIVITY TWO

Donald Duck discovers how important it is to know where the decimal point belongs, and he learns how to determine where to place it. In this part of the adventure, you will be asked to figure out how much money Donald owes and how much change he should receive as he makes several purchases. When you see what happens to Donald when he fails to use decimal points correctly, you'll want to make sure that you always put the decimal point in the correct place.

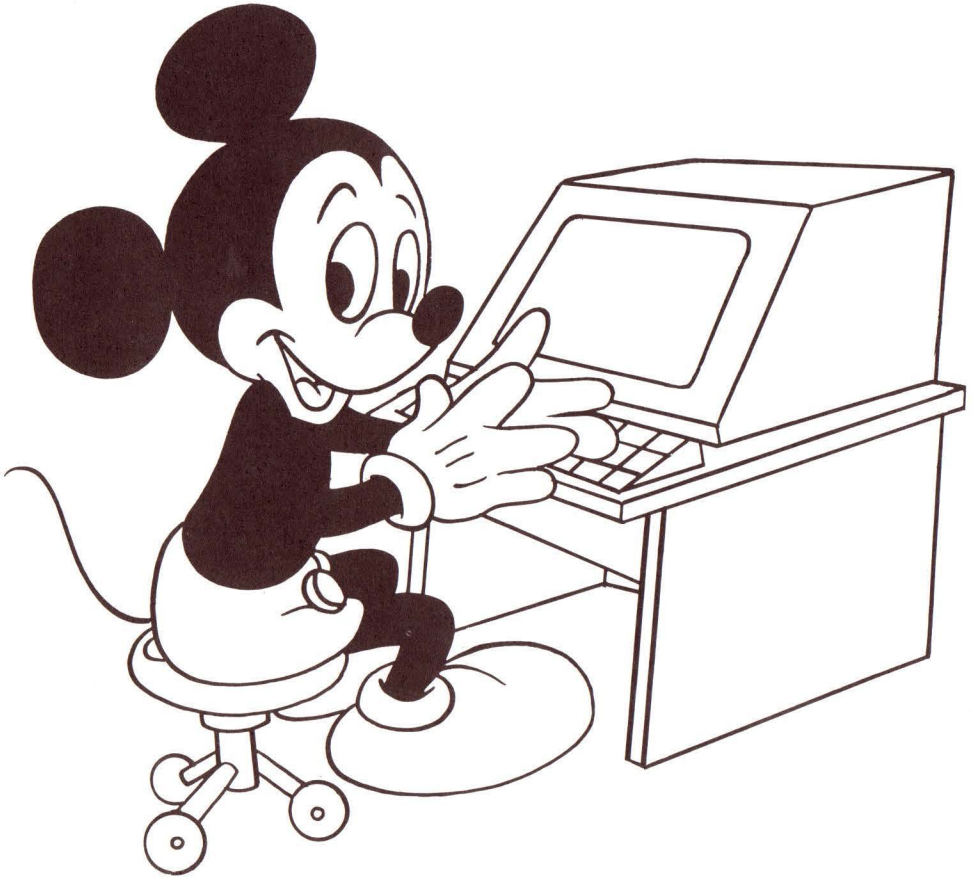
Player's Instructions

Donald and his friends are off to climb dreaded Decimal Point. However, Donald has failed to bring along any of the supplies they will need for their journey. Lucky for him, Oscar, the Traveling Department Store, comes along peddling all sorts of useful items. Donald is so careless with his decimal points that Daisy and the narrator have to keep him from making some costly mistakes.

As they continue toward Decimal Point, an avalanche separates Donald from his friends, and puts him in a life-threatening situation. In order to get out alive, his ability to use decimals correctly becomes crucial.

Throughout this adventure you will be asked questions. Sometimes you will be asked to figure out what Donald has done wrong when he's tried to solve problems involving decimals, and sometimes you will be asked to solve decimal problems yourself.

Be sure to pay close attention to what happens in this adventure so you will be able to answer each question correctly on your first try. Whenever you give the right answer you will receive a special message and the adventure will continue. If the answer you choose is wrong, you will be given a chance to try again.



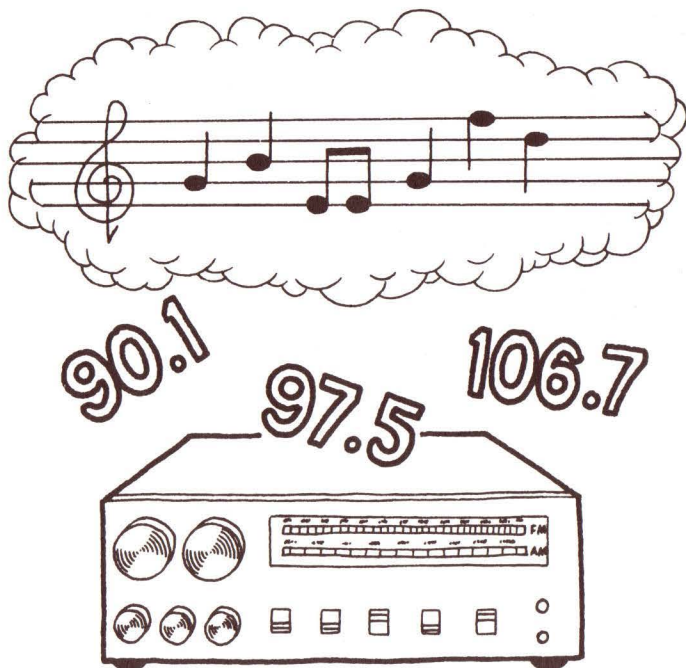
Scoring

When you complete the adventure, you will receive a score of the number of correct answers you made on the first try.

WHAT NEXT?

Note to Parents:

Here are some adventures you and your child can do together to extend the skills just introduced in MATH ADVENTURES WITH MICKEY. Many things in your home can provide a fun way to a better understanding of addition, subtraction, multiplication, division and decimals.

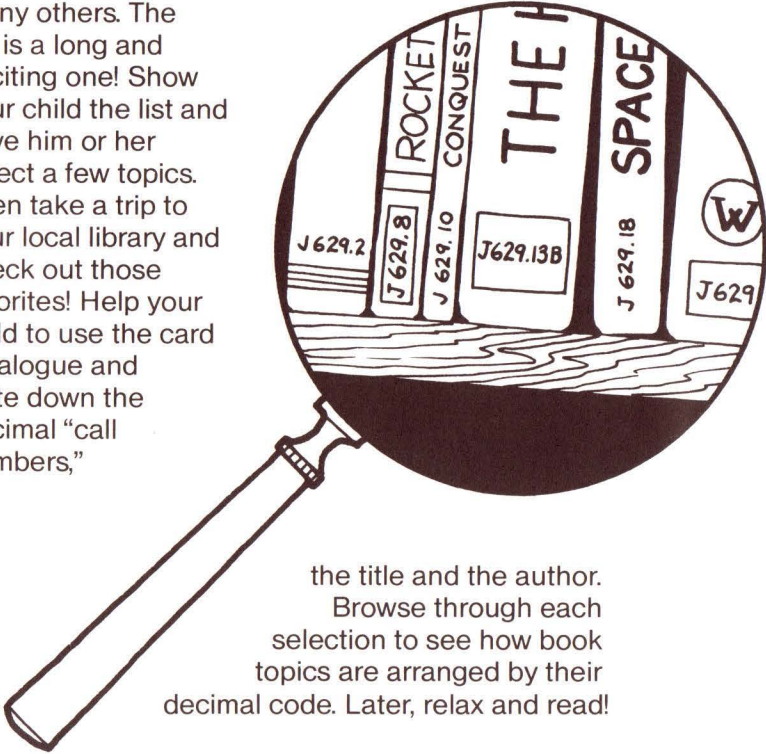


1. “Tuning in to Decimals”

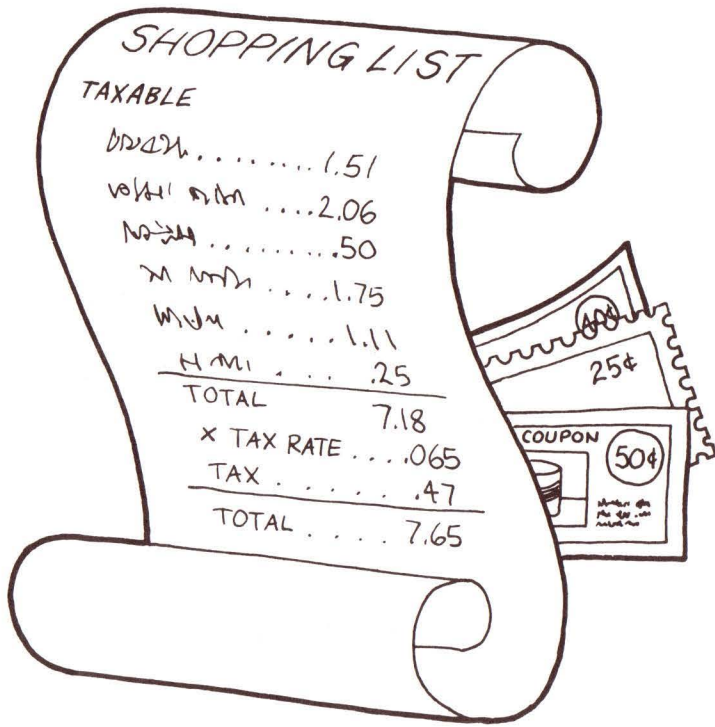
Give your child a “feel” for decimals! Get a newspaper with radio station listings and find the stations on your radio. Choose a wide variety of listening interests: classical, talk shows, jazz, news, rock, country. Give your child the station as a decimal number and allow a few tries to find it, since it’s necessary to guess where the exact decimal point is located after each whole number. Then discover if the selection is right; listen for the station name and match it to the newspaper listing. Happy listening!

2. “Dewey’s More Than Donald’s Nephew!”

Library skills can help your child focus in on decimals and understand how they are used to group things. Choose a wide variety of non-fiction subjects in which your child is interested: music, sports, airplanes, mysteries, jokes, countries, poetry, science, cars, cooking, art, animals, among many others. The list is a long and exciting one! Show your child the list and have him or her select a few topics. Then take a trip to your local library and check out those favorites! Help your child to use the card catalogue and write down the decimal “call numbers,”

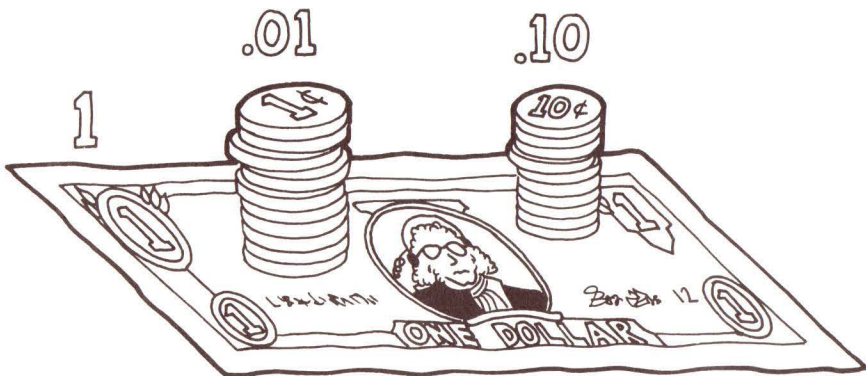


the title and the author.
Browse through each
selection to see how book
topics are arranged by their
decimal code. Later, relax and read!



3. “Accounting We Will Go”

Use a newspaper ad to help your child become aware of money matters. Make a shopping list of the items in the ad you need. Note the price of each product on your list. Have your child multiply the price if you are buying more than one of an item. Separate your list into taxable and non-taxable items. Let your child multiply the sales tax by the total cost of taxable items. Use discount coupons and have your child add up the money to be refunded! Once at the store, stick to your well-planned list and avoid impulse buying. At the checkout stand, see how closely your child’s estimated cost matches that of the cashier’s. Your child will become a whopper of a shopper!

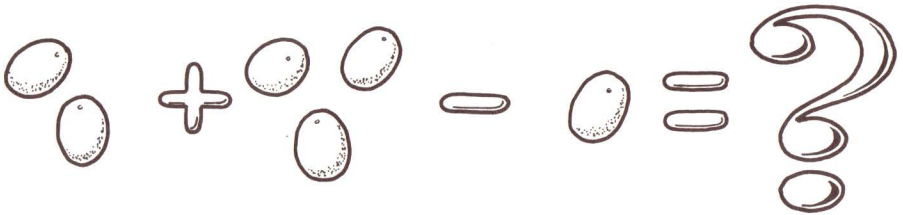


4. “Change for the Better”

Gather a one dollar bill, 10 dimes, and 10 pennies. Have your child sit facing you across a table or on the floor. Name each value as a decimal: “The dollar is one whole (1.0)”. “Dimes are worth point one zero (.10) each”. “Pennies are worth point zero one (.01) each”. You may want to write this down for your child. Make up amounts such as 3 dimes and 2 pennies. Show your child that as a decimal number this is “point thirty-two”. Use a large book or tray to hide each decimal amount as you set it up, then flash it and have your child give the value as a decimal number. In this way, dollars and cents can make decimal sense.

5. **“Eating Equations”**

Use small, edible objects in your kitchen to show a math problem: nuts, olives, diced carrots, raisins, popcorn, grapes, etc., anything that your child can eat quickly. Show your child how to see and solve this problem: “ $2 + 3 - 1 = 4$ ”. Put down (add) or pick up (subtract) the objects as you say this: “2 grapes plus 3 more, then take away 1 is 4; or $2 + 3 - 1 = 4$ ”. Now try other examples and have your child use a math equation to describe what you are doing. This activity gives food for thought!





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