

Dingo Bingo

Multiplication Tables

User Guide

1. Sign In



- Click “NEW NAME” to add student names to the list window. *(When adding names, passwords are optional; passwords can be changed in the “Admin” section; see below.)*
- There are no limits to the number of students using the program.
- Read or listen to the Dingo Bingo overview for a complete summary of the program and its operation.
- Select a student name and then click “START” to begin using the program.
- Click “ADMIN” to manage student accounts. *(The access password is MACROWORKS.)*

2. Administration



- Each student can be managed individually from this Administration window. Selecting a name will display the settings that have been applied to that student.
- The “accuracy” rate (default = 80%) is the pass rate a student must achieve in a game in order to progress from one level to the next. *(The required accuracy can be changed for each student by typing in a new value.)*
- Enter a “time limit” value (default = null) that must be achieved, in conjunction with the required accuracy, in order to progress from one level to the next. *(The required time can be changed for each student by typing in a new value.)*

- The multiplication tables can be viewed and printed.
- Tick the “unlocked” option to unlock all levels on the Main Menu.
- Select a student name from the list window to edit, change password, change parameters, or delete the student from the database.
- After making any changes, click “UPDATE” and then “CONFIRM UPDATE” to save the changes.
- Remember to visit the Administration section if a student has forgotten a password. You can see the password by selecting the student’s name from the list.

3. Main Menu

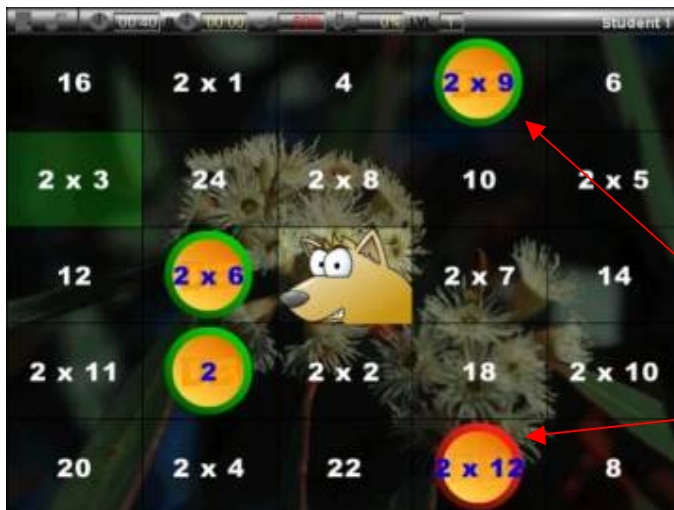


- “Gold” %; is the accuracy rate set in “Administration” above. Students are awarded bronze (20-49%), silver (50-79%) and gold (80+%) medals. *(Rates are changed proportionally with any change made to the “gold accuracy rate”).*
- Timer; displays the time set in “Administration” above. *(When a time is displayed, the student must complete each game within the time limit, with gold medal accuracy, to progress to the next game.)*

- Students using the program for the first time will only have the first Level available to play.
- Progression from one level to the next is dependent on the student achieving the pass rates set in the Admin section; see “Administration” above.
- The icons on the menu toolbar (below) are, from left to right:
 - Exit door to exit the program.
 - Book icon to return to the Sign In screen.
 - Backgrounds button; click to select photos, colour or textured backgrounds for the multiplication table games. *(This is an important feature to assist students who may have difficulty seeing the screen text clearly.)*



4. Multiplication Tables Game



- After clicking “START” on the sign in screen, the Dingo Bingo game appears. *(To start the game, click on the “zero” that is displayed in the centre of the screen.)*
- To play the game, the student must find the answer for the given question. The student has 3 chances to click on the correct answer.
- Correct responses are indicated with a green marker.
- If the student has 3 incorrect attempts, the correct answer is indicated with a red marker.
- The given question can be repeated by clicking on the Dingo.



- The game ends when there are 5 markers in a row, vertically or horizontally, and can include the centre square. *(The accuracy medal is also displayed.)*
- The icons on the toolbar are, from left to right:
 - Exit door to Main Menu.
 - Sound icon; click to repeat the question.
 - Timer; displays the time taken for the game.
 - Best time; displays the best time taken.
 - % correct; displays the percentage of correct responses by the student.
 - Highest %; displays the highest percentage scored for the table.
 - Level; displays the level attempted.

5. Dingo Bingo Results



- On completion of a table game, the results screen is displayed.
- Here you can see which questions caused the most difficulty for the student.
- Click "Print" to print a hardcopy of the results.
- Results for all levels can be accessed from the Main Menu; see above.

6. Awards and Certificates



- An achievement medal (gold, silver or bronze) is displayed next to each level that has been played by the student. *(Click on the medal to display and print an achievement certificate.)*
- Also displayed is the accuracy achieved and the time taken for the game.
- Where a time limit has been set which the student fails to meet, a clock icon is displayed in place of the achievement medal.
- Hint: after the student has completed all 13 levels, set the timer (see "Administration" above) to a value that is less than the fastest time achieved by the student.
- Select the desired table format here.

7. Suggested Method of Use

- The aim of Dingo Bingo is to teach students to **instantly recall** the multiplication facts. This skill plays an important role in the learning and use of mathematics.
- Use the "Practice" option for typing answers to multiplication questions. Results are recorded which helps identify problem areas.
- Allow students to work through the program for the first time at their own pace. Sessions should be 15 – 20 minutes in duration.
- Most students find the challenge of 'beating-the-clock' to be highly motivating. Use this to steadily increase recall speed by decreasing the time limit whenever Level 13 is completed.
- Reduce familiarity and increase difficulty by reversing table formats using the format options on the Main Menu.
- Students are considered to have mastered Dingo Bingo when they have achieved 100% accuracy in less than 45 seconds for each of the 13 levels.

Using Dingo Bingo in conjunction with the Maths Island 1 program:

- Dingo Bingo Tables has been designed as an ideal resource for mastering multiplication facts, and is recommended for use in conjunction with Maths Island 1.